

PlayStation
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MONSTER WIPEOUT 3, FINAL FANTASY VIII, F1'99,
 PLAYSTATION DEMOS MISSION:IMPOSSIBLE, 40WINKS, RC STUNTCOPTER, POINT BLANK 2, LEGO RACERS, AND MORE!

PlayStation

Official Australian PlayStation™ magazine 27 OCTOBER 1999 AUS \$10.95

IT LIVES! THE BIRTH OF PLAYSTATION 2 - VERY FIRST SHOTS INSIDE!

COMING SOON TO A SCREEN NEAR YOU!

TOMB RAIDER 4
 FINAL FANTASY VIII
 CRASH TEAM RACING
 QUAKE 2, SPYRO 2
 F1'99 and GTA 2

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 THAT REFUSED TO DIE...

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wipeout
 PlayStation...in Stunning 3D!
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DINO CRISIS
 NOW THE SCREAMING STARTS...

TERRIFYING INTERVIEW!
 HORRIFIC REVIEW!
 EVIL FEATURE!
 IT'S HUGE!

BEAUTY AND THE BEASTS
 ANNALISE BRAAKENSIEK and REGURGITATOR TALK PLAYSTATION INSIDE!

AUSTRALIA'S BEST SELLING VIDEOGAMES MAGAZINE

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 ACP
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A close-up, dramatic portrait of a woman's face. The lighting is warm and focused on her forehead, nose, and lips, creating a glowing effect against a dark background. Her eyes are closed or heavily shadowed.

B

YOUR OWN

**E
WN HERO**



MARTIN LAWRENCE



THAT'S
TOTAL
**BLUE
STREAK**
HE'S A COP THAT'S NOT

COLUMBIA PICTURES PRESENTS

Office of Film and Literature Classification
THIS FILM IS YET TO BE CLASSIFIED

AN INDEPENDENT PRODUCTION A NEAL H. MORITZ PRODUCTION A LES MAYFIELD FILM STARRING: MARTIN LAWRENCE "BLUE STREAK" LUKE WILSON DAVE CHAPPELLE
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AT CINEMAS NOVEMBER

on the cd



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WIPEOUT 3

Possibly the coolest space-racer ever. Plug in, game on.

NO FEAR DOWNHILL

Try your luck on two wheels down a very steep slope.

UM JAMMER LAMMY

A special two-player demo only available with PSM.

POINT BLANK 2

Gun-touting gaiety - the arcade shooter is back.

RC STUNT COPTER

Highly addictive and very original, this is great fun.

LEGO RACERS

Take a trip down memory lane in a very small car.

FINAL FANTASY VIII

First moving images of the game everyone wants.

FORMULA 1 '99

Formula 1 motor racing is back with a vengeance.

MISSION: IMPOSSIBLE

Your own video footage, should you choose to accept...

40 WINKS

A glance at this ahead of next month's playable demo.

THIS IS SOCCER

Of all the challengers to ISS Pro, this could be the one!

LMA MANAGER

Fancy yourself as the new Frank Farina?

EXCLUSIVE PLAYABLE DEMO

Wipeout

PLAYABLE

- Wipeout 3
- Point Blank 2
- Lego Racers
- Um Jammer Lammy
- No Fear Downhill Mountain Biking

ON VIDEO

- Final Fantasy VIII
- This is Soccer
- 40 Winks
- Mission: Impossible
- LMA Manager
- F1 '99

PlayStation





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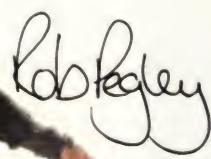
START

G'day!

Okay, so maybe I've got a little bit bigger (only a little bit, mind you) since I was 12 years old, but I swear that skateboards were easier to ride back then. I was one of the team members that almost broke their necks in the photo shoot this month, and from now on I'm sticking to *Tony Hawk* on the PlayStation. He's far more graceful than I could ever be. If you've ever seen removal men moving a large chest freezer on a small furniture trolley, then you'd get an idea of my balance and board skills. So if, like me, you have a vague feeling of nostalgia for your skateboard, but you're at an age where too many pies have been taken their toll and you can't get away with wearing trendy beanie hats anymore, then I suggest you get a copy of *Tony Hawk's Skateboarding*. It's a great game. And much less dangerous.

In between falling off bits of wood we managed to put together a pretty tidy issue for you this month. We talked PlayStation with Regurgitator, and managed to get Annalise Braakensiek to dress in tight Lycra in the, erm, name of 'art'. We interviewed the creator of *Dino Crisis* in Japan and have the first English-language review for you. We also have an interview with the guys making the fourth *Tomb Raider* game, and the mad blokes behind *Grand Theft Auto 2*. If that's not enough, we review *Shadow Man*, *Carmageddon* and *MGS: Special Missions*, and preview *Quake II*, *Formula 1 '99* and *Final Fantasy VIII*.

Oh, and we've got the first shots of PlayStation2. I knew there was something I had to remember...must have been that bump on the head falling off that bloody board. Cheers.




IT LIVES!
THE BIRTH OF PLAYSTATION 2
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AUSTRALIA'S BEST SELLING VIDEOGAMES MAGAZINE



The PSM Team



Jason Hill

Jason is currently in Tokyo where he sent back his report on PlayStation2. More from Jason on PS2 next month as well as an exclusive interview with the makers of *Final Fantasy VIII*. At least there better be, or Jason might have to stay there!



Jude Siu

Although Jude has been busy with the art side of things, she has managed to finish *Driver* – and remains the only member of the team to have completed the whole thing. It's a mean achievement, especially from someone who doesn't drive.



Fiona Tomarchio

And while Jason is in Tokyo, Fiona has been in Europe on a PlayStation fact-finding tour. She took in Paris, London and Rome on her journey, and found that tastes abroad are much the same as in Australia. More on that in a future issue.



Naomi Gordon

Naomi has just taken delivery of her own PlayStation and no longer needs to pinch the office one. Top of her list is *Dino Crisis*. We've warned her that the dinos are not as cute as she might think. Jason is still recovering from the shock (see page 66).



George Soropos

Meanwhile in darkest Bondi, George has stayed put for PSM reviewing *RC Stunt Copter* and the horrible *Gungage*. "Why do I need to travel when I have a PlayStation? With this I have conquered worlds..." Yes George, we've seen the ad.



Richie Young

After mastering the *Tony Hawk* demo last month, we decided to let Richie loose on the whole game. Read his thoughts on page 74. Richie also amazed us with his abilities on a real skateboard. Mind you, so did Rob...but for slightly different reasons.



Stuart Clarke

George's fellow newspaper columnist and industry spokesman, Stuart, has been equally busy, reviewing *Metal Gear: Special Missions* for us. His verdict – a great game, just don't expect too much. More on that on page 70.



Cath Muscat

Although a little camera shy, Cath has no problems when she's the other side of the lens. She photographed all manner of things for this issue, but despite taking stills of blood and meat cleavers, the shots of Rob on his board are the most hideous.

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READ THE REVIEW,
BE VERY AFRAID...



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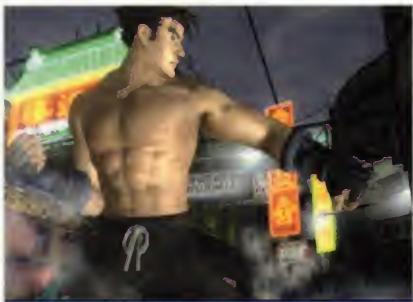
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PLANET playstation



In *Planet PlayStation*, *PSM* travels the globe in search of the latest news, the best accessories and the most important people in the PlayStation world.

The PlayStation2 is unlike any console you have seen before. It features stylish black casing more like hi-fi or video equipment than a games machine. The machine plays DVD movie discs, too!



THEY'RE BACK

Two of the PlayStation's biggest games are set to return for the launch of PlayStation2. *Tekken Tag Tournament* from Namco features most of the characters and scenarios from the arcade game, but incredibly, the graphics are far more advanced. With glorious human combatants, stunning lighting effects and ultra-realistic environments, the game looks stunning.

Sony is keeping *Gran Turismo 2000* under wraps, but it promises to be the most realistic driving simulator ever. *PSM* suspects the game will be a tweaked version of the forthcoming *Gran Turismo 2*, but with incredibly polished high-resolution graphics and many more cars on the track at once. The future is bright.



IT'S OUT OF THE BOH! SONY UNVEIL THE PLAYSTATION SUCCESSOR **SECOND COMING**

JASON HILL PRESENTS THE MILLENNIUM MACHINE SET TO REVOLUTIONISE HOME ENTERTAINMENT.

It's official: this is what your next games console will look like. The PlayStation2 is the future of home entertainment. It's the most powerful videogaming platform ever, and it can play DVD movies and music CDs. It also doesn't look like any console you've seen before.

Sony unveiled the PlayStation2 on the eve of the Tokyo Game Show to a packed audience of over 400 journalists in the Japanese capital. Building on the success of the PlayStation console, which has now sold over 60 million units around the world, the PlayStation2 is designed to bring together games, movies and music to form a new world of entertainment.

PlayStation2 will launch in Australia in Spring 2000. Sony Computer Entertainment Australia managing director Michael Ephraim said he

[THE] COMBINATION OF BREATHTAKING DIGITAL GRAPHICS, SUPERB SOUND AND DVD VIDEO WILL OPEN THE DOORS TO A NEW ENTERTAINMENT EXPERIENCE

expects the cost to be around \$700-800. Mr Ephraim said that PlayStation was \$699 on launch in Australia in 1995, and so the PlayStation2, with its extra capabilities, would represent good value.

PlayStation2 will launch in Japan on March 4, 2000, with a totally unprecedented initial week's shipment of one million units. It will cost 39,800 Yen (around \$600) and will launch in the US and Europe in the Australian spring of 2000. The PlayStation2 will come with a new Dual Shock controller that has analogue buttons, plus an 8Mb Memory Card and a demo disc. All of the new controller's buttons feature analogue sensitivity except Select and Start, meaning that a soft touch could result in a different on-screen action to a hard press of a button. The Memory Card will transfer information 250 times faster than current PlayStation Memory Cards.

The PlayStation2 console weighs 2.1kg and measures 301mm x 178 x 78. It can stand vertically as well as horizontally. The motorised, sliding disc tray has clips to hold the disc in, and a stand to hold the machine up vertically will be sold separately.

The PlayStation2 is fully backwards compatible with the original PlayStation. You'll be able to enjoy all your old PlayStation games on the new machine, as well as use your peripherals.

"PlayStation2 is charting a path toward the future of networked digital entertainment," said Ken Kutaragi, president and CEO, Sony Computer Entertainment. "Just as PlayStation brought interactive gaming to an unprecedented mass market, PlayStation2's combination of breathtaking digital graphics, superb sound and DVD video will open the doors to a new computer entertainment experience in the home."

The PlayStation2 will launch in Japan with 12 games, which were all shown and playable at the unveiling. More than 200 companies around the world have announced their support for the new platform, including prominent game publishers and big names from the entertainment arena. In Japan, 89 publishers have signed licence agreements to develop content

for the PlayStation2. There are also 46 North American companies and 27 European developers signed up.

Developers include Acclaim, Activision, Argonaut, Capcom, Codemasters, Core, Crave, Disney, Dreamworks, EA, Eidos, Enix, Eurocom, GT, Hudson, Infogrames, Insomniac, Interplay, Fox, Konami, LucasArts, Midway, Namco, Naughty Dog, Oddworld Inhabitants, Shiny, Sierra, Square, Taito, Take 2, Tecmo, THQ, Titus, UbiSoft and Universal. Sony say over 100 games are in development in Japan alone.

PlayStation2 games will be presented in standard DVD packaging, which means larger cases than current PlayStation games, and will be colour-coded. CD-ROM games will have blue undersides, while DVD-ROM games will be silver. Original PlayStation games will remain black.

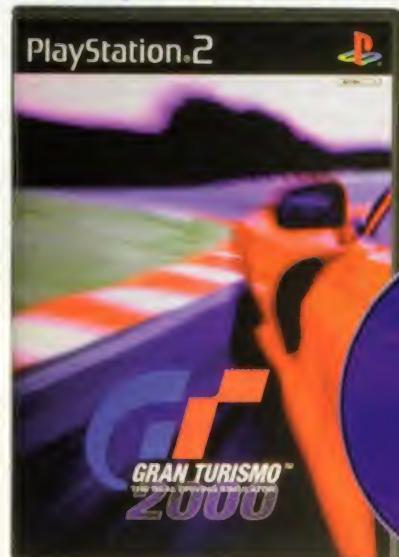
As Sony has previously revealed, a modem will not be built-in. But PlayStation2 has been designed to make the most of the Internet and games will support multiple users online. In 2001, Sony plans to sell an expansion module that will plug into the PC Card slot at the back of the console and include a high-capacity hard drive and cable modem. Users will be able to download movies, music and games.

Next month, *PSM* will have all the news from the Tokyo Game Show.



PlayStation.2

Whichever way you look at it, the PlayStation2 is a revolutionary beast. It combines its amazing horsepower with stunning looks. The box design is a shock, but perfectly in keeping with the PlayStation2's role as the centre of your home entertainment system. The PlayStation2 plays DVD movies and music CDs, and supports Dolby Surround and DTS sound systems, as well as featuring a digital out socket to connect the console to your hi-fi. USB and Firewire connections are at the front.



JAPAN LAUNCH TITLES:

Tekken Tag Tournament	Konami, Konami
Gran Turismo 2000	Sony, Sony
The Bouncer	Fighting Action, Square
Street Fighter EX3	Mutec, Capcom
Eternal Ring	Atmosphere Two Software
Kessen	Sonysoft, Koei
PopoloCrois 3	Adventure, Sony
Dark Cloud	RPG, Sony
Unison	Racing, Team
Drum Mania	Musical, Konami
Den Sen Electric Lines	Shinobi, Sony
A-Train	Strategy, Konami

PLAYSTATION2 SPECIFICATIONS

Japanese price: 39,800 Yen

Japanese release date: March 4, 2000

Australian release date: Spring 2000

Australian price: Around \$700-800

Accessories included: Dual Shock2 Analog controller, high-capacity 8Mb Memory Card, PlayStation2 Demo Disc, AV Multi Cable, AC Power Cord

Dimensions: 301mm x 178mm x 78mm

Weight: 2.1 kg

Media: PlayStation2 CD-ROM, DVD-ROM,

PlayStation CD-ROM, Audio CD, DVD-Video

Interfaces: Controller Port (2), Memory Card Slot (2), AV Multi Cable Output (1), Optical Digital Output (1), USB Port (2), I Link (IEEE1394 – Firewire) (1), Type III PC Card Slot

CPU: 128 Bit Emotion Engine

System Clock Frequency: 295 MHz

Memory: 32Mb

Graphics: "Graphics Synthesizer"

Graphics Clock Frequency: 147 MHz

Embedded Cache: 4Mb

Sound: SPU2

Number of voices: 48 channels plus software

Sound memory: 2Mb

IOP: I/O Processor

CPU Core: PlayStation CPU+

CPU Core Clock Frequency: 33.8 MHz or 36.8

MHz (selectable)

IOP memory: 2Mb

Disc device: CD-ROM and DVD-ROM

Device speed: CD-ROM – 24 times speed; DVD-ROM – 4 times speed



Ken Kutaragi proudly unveiled his new baby on September 13 to a packed audience. A dozen playable games were shown, including *Kessen*, which will have hundreds of horse-bound warriors, Square's *The Bouncer* and Sony RPG *Dark Cloud*.



PLANET
play



Codemasters rev up Colin again

THE MCRAE WE WERE

THE CHAMP IS ON COURSE TO ROUGH-UP V-RALLY 2



"Medium turn, right" yells co-driver Nicky

Colin is aiming at V-Rally 2, and won't swerve.



This course has ice, ice (and more ice) baby.

Universally applauded as one of the most playable driving games ever designed, *V-Rally 2* is about to get some very serious competition at the starting grid. Codemasters are promising *Colin McRae 2* will be bigger, better and more: a bigger polygon count for the cars (from 400 to 700), better terrain detail and realism, plus more tracks and dirt-skidding, gravel-gouging excitement.

Again, Codemasters is working closely with McRae and his co-driver, Nicky Grist, technically fine-tuning and visually revamping the original 1.5-million selling game. McRae has swapped from over-revving a Subaru to thrashing a Ford Focus, and so his new car had to be accurately recreated down to the smallest detail. Codemasters has also improved the realism of the suspension and added eye-candy touches such as working headlights, semi-transparent windscreens and better lighting effects.

What won't change is the delicate blend of realism and playability that made the original such a joy. "While the graphic power of the sequel is the most immediate difference, the heart of the game – its structure and content – is where we're doing the majority of work," said producer Guy Wilday. "We're engineering a wealth of new gameplay mechanics and race styles."

In boosting the detail, the designers have utilised photographs from various countries. Driving recklessly through tiny villages will reveal background colour like pubs and road signs. A new dynamic weather system means that the elements can change during the course of a race, while the updated damage routines will introduce better prangs and rolls.

Promising all-new cars and tracks, including gravel, snow and tarmac sections, *Colin McRae 2* should be a dramatic improvement over the original. The game should be released next year.

CAR WARS

Back confrontation who went in third: *V-Rally 2* into a ditch

Not long after launching *Colin McRae 2*, another rally game was pushed a bit closer to publication by *PlayStation*. The game you'll need before the end of the year is *Off Road Adventure: Off-Road Rally*, featuring racing from the mind of rally legend Colin McRae.

The off-roaders are not real rally drivers, though. In fact, you're not even allowed to drive a car. Instead, you're playing as a truck driver who's been forced to compete in a rally race. You're not allowed to drive a truck, though, because the vehicle isn't the real game. Instead, you're racing the truck's body.



Bug a truck and he's likely to splash you.



Skip slidin' away in your choice of rally masters.



Grand Theft Auto

VS

Driver



PSM took two of the best adventure driving games available on PlayStation for a road test to see who would come out on top. Spinning around *GTA*'s cities is top fun, but does it beat *Driver*'s realistic action?

Grand Theft Auto	Game name	Driver
\$49.95	Price	\$89.95
DMA Design	Developed by	Reflections
Receive messages to commit crimes on a city street. Interesting top-down view, though graphically boring. A little too 'square' to be a genuine bad-ass contender!	The Lowdown	Receive messages to commit crimes with excellent graphics and a funky soundtrack to boot. Better cars and a more distinct anti-authority sentiment. Like, that means more attitude, maan!
Grand Theft Auto	Verdict	Driver is an excellent game in all aspects and, as a complete package, outclasses <i>GTA</i> . It has a gritty urban vibe and is a real trip back to the sleazy '70s.

WHIP IT GOOD

Indy to give Lara a run for her relics

Indiana Jones is coming to the PlayStation and offers a whip-crackingly good time in the *Tomb Raider* mould.

Indiana Jones And The Infernal Machine is based on the infamous adventures of arch-archaeologist Dr Jones and is set after World War II. Our Indy is hired by the CIA to do some espionage. Soviet agents have been sniffing around relic sites around the world, and it's your job to find out what they're after.

There's 17 levels of action and exotic locations. Indy can crawl, run, leap, swing and climb and there are puzzles and action sequences like white-water rafting, a Jeep chase and a mine cart ride. Expert use of a whip is essential, as is a battered fedora hat. Fear of snakes is optional.

The game's release has been put back to February 2000, but should be worth the wait.



Tomb-raiding, Indy style.

ONYABIKE

The most fun you can have on two wheels without getting saddle chafe

Game Gods Codemasters are putting the final touches to *No Fear Downhill Mountain Bike Racing*, their first pedal-power racer.

The game features 25 tracks and eight riders. While hurtling down the side of a mountain across various types of terrain, you can perform over a dozen different tricks. You can also customise the bikes and upgrade them as you progress through the championship mode. There are five other game modes to play, including multiplayer. The high-resolution graphics are looking solid and the game features realistic physics.

Put on your stackhat, because you can sample the delights of *No Fear* on this month's disc.



Pushies have certainly come a long way since dragsters fitted with jags, spokey-dokeys and optional front-end baskets.



Profile: Cos Lazouras
Job title: Producer



Job description: I give extensive input on all aspects of the game's creation including the design, art and creative direction, as well as managing the budget, schedule and production. And then there is all the other stuff I have to do such as research, localisation, legal bits and a bevy of other fun stuff.

Gaming history: I've either designed, developed or produced games for just about every platform, ranging from Game Boy and 8- and 16-bit consoles through to the PlayStation, PC, CD-ROM and next-generation machines.

Influences on this game: Metal Gear Solid and Tomb Raider, among others. However, it should be said that *Planet Of The Apes* is unique in its conception and implementation, so there is very little which it directly compares to.

avourite game: Well, I guess it would have to be tabletop *Centipede*.



The big-budget movie remake may be on hold, but Sixties sci-fi classic *Planet of the Apes* is to get a new lease of life in a massively ambitious videogame. Cos Lazouras gives *PSM* a preview.



planet of the apes

Genre: 3D adventure **Publisher/Developer:** Fox Interactive **Release date:** Mid 2000

Official PlayStation Magazine

Describe your new game.

Cos Lazouras: *Planet Of The Apes* is a huge, 3D, arcade adventure game with strong elements of exploration and puzzle-solving. The story is intrinsically tied to the progression of the action. The hero is alone and on the run, and his only chance of survival is to discover what's really going on in the strange world in which he finds himself.

huge mystery, we're keeping the details very close to our chests for the moment.

PSM: How big is it going to be?

CL: There will be 15 huge levels, each made up of about seven sub-levels.

PSM: What features mark this game out from others in the genre?

CL: With the camera system, detailed storyline, sheer size of the environments, interactive music and dialogue, we've created a really atmospheric experience.

baboons (rogue apes in the wilderness) and mandrills (assassins working for the military). Many areas will be infested with mutated lizards, rabid hyenas, giant bats and other creatures.

PSM: How will we be combating the enemies?

CL: The emphasis is on avoidance, but the main character also has extensive hand-to-hand combat moves and the ability to use a huge range of weapons,

"The game's world is as realistic as possible...if the player takes out an enemy, they need to hide the body or it will be discovered and the alarms will be raised."

PSM: Is it based on any of the films?

CL: The game uses elements from the first and second films, as well as the original book by Pierre Boulle. It could be considered as a remake of the original movie. However, once the main character (Ulysses) is captured, there are differences. The apes are far more evolved and they have a lot more technology. We have, however, retained many of the key characters from the original movie such as Dr Zaius, Zira, General Urses and Cornelius.

PSM: What's the plot all about?

CL: The game is very story-driven and, because it's based around a

The game's world is as realistic as possible. For example, if the player takes out an enemy, they'll need to hide the body or it will be discovered and the alarms will be raised. Likewise, if the player picks up a rifle it will be slung over his shoulder and will be visible, which may affect how other characters behave. There are also several graphical effects that have never been seen on the PlayStation and a unique stealth system based around the noise the player makes.

PSM: What kind of enemies are there?

CL: Your main foes are going to be apes. There are the three castes from the films – gorillas, chimpanzees and orangutans – and two new castes. These are

from rocks and wooden clubs through to firearms and even hi-tech lasers.

PSM: Will the game be seen from fixed camera angles, like *Resident Evil 2*, or a follow-cam like *Tomb Raider*?

CL: The camera simulates film techniques as much as possible, so it will pan around, zoom, track, instantly cut or lock and circle. We're also looking at putting a second system in that will be similar to the following camera.

PSM: What's the best bit?

CL: The atmosphere is incredible. That's the game's greatest strength.

PSM: Can you spill a secret about it?

CL: There's a conspiracy going on among the apes...





TUNE OUT WITH TWIX



SICK! TONY HAWK SPILLS THE GOSS ON HIS GAME

TONY HAWK'S SKATEBOARDING

CHAIRMAN OF THE BOARD

TONY HAWK ADDED ANOTHER MILESTONE TO HIS CAREER THIS YEAR WHEN HE BECAME THE FIRST SHATER IN HISTORY TO LAND A 900 IN COMPETITION AND SURVIVE! PSM SPEAKS TO A LIVING LEGEND.

Official PlayStation Magazine: Your game looks impressive and plays equally as well. What input did you have in its development?

Tony Hawk: Mostly with the technical skating aspects – what tricks to include, what should score higher, ideas for terrain. I also helped with getting all of the other pros involved. I played it every step of the way.

PSM: Is *Tony Hawk's Skateboarding* a project that you have wanted to do for a long time?

TH: Absolutely, although I never imagined it would be this good.

PSM: Are you happy with the final product?

TH: Yes. I've seen other attempts lately, and nothing compares to the realism or the amount of possibilities of this game.

PSM: What specific aspects of skateboarding did you make sure got into the game?

TH: Mostly that the moves reflected actual skating manoeuvres, and the terrain was realistic, challenging and creative. Falling and blood is just part of skating.

PSM: What's your favourite mode to play in *Tony Hawk's Skateboarding*?

TH: I like practice mode once you finish the whole game – that way you can skate the



Tony Hawk strikes a vogue for the camera.

harder courses without time limits.

PSM: Did you help design the courses?

TH: I helped with some of the courses. I like all of them – although I am a little partial to Roswell.

PSM: Did you find that there were more restrictions in developing a videogame than you anticipated?

TH: No – in fact, I couldn't believe that graphics and motion like these were possible on a PlayStation.

PSM: Were you required to be motion-captured for the game?

TH: Yes. We spent an entire day at Skate Street in Ventura, California. I was fitted with a revealing Lycra suit with silver balls to accessorise the ensemble. I then performed a variety of moves with all 18 of the cameras in place. It was a long day. I think some of the best captures were the slams!

PSM: Because many skaters play PlayStation, skating and gaming seem to come somewhat hand-in-hand. Do you find many pros play videogames?

TH: Mostly I've played with Jamie Thomas and Bucky Lasek, but all of the pros that are characters in the game play it.

PSM: You first built your reputation as a vert-skater. Do you still prefer riding ramps these days?

TH: Yes – I tend to get hurt more often when I'm skating street.

PSM: Skating can be a brutal sport and injuries are common. What has kept you going for all these years?

TH: The fact that it keeps getting better.

PSM: Thanks a million, Tony. Like we say here down under, you're a dead-set legend.

TH: Filthy!

BYTES

The inaugural Australian Game Developers Conference will take place next month in Sydney. Speakers include Brendon McNamara of Sony UK, who will speak on developing for the PlayStation2. Visit www.agdc.com.au.

Sony Australia has reported that many consumers don't know how to spot a pirated product from the real McCoy. It's simple: just make sure the disc is black. If it is gold or silver, please avoid.

Meanwhile, Sony's campaign to stamp out piracy is getting results, with 21 Federal Court proceedings in just the first month and a \$35,000 win against a counterfeit operation.



CHARACTER SELECT



Rockstar's *Thrasher: Skate and Destroy* skateboarding sim is going to have a killer soundtrack by hip-hop legends including Run DMC and Public Enemy. The game will be out before Christmas and features 86 tricks.

Activision are set to do that retro thang once again, releasing *Intellivision Classics* (surely an oxymoron). There will be 30 lost "classics" plus interviews with the creators. PlayStation's first 3D fighting game, *Toshinden*, is to get a fourth installment. It has nine new characters, plus practice, battle, versus, attack, story, survival and mini-game modes. EA has scored a coup with Steve Dauterman appointed head of their new Australian Games Development Studio. Steve has been at LucasArts for 10 years, working on games like *The Phantom Menace* and *X-Wing*.

KEEP ON TAKIN'

The Star Trek franchise batten down in a new direction

PSM has enjoyed an exclusive look at the forthcoming Star Trek title, *Star Trek: Red Squad*. Similar in style to space combat gem *Colony Wars*, the game is based in a stardate around the time of *The Next Generation* series. Michael Dorn (Lt Worf) and Patrick Stewart (Capt Picard) will be appearing in the game. But the real news for fans though, and a somewhat surprising use of the Star Trek licence, is that most of the ships won't be recognisable from either the series or the films. To speed the gameplay, the designers at Warthog have come up with small attack fighters for each of the featured species, which will be appearing alongside the more recognisable

Klingon Warbirds and other more familiar craft. A new species will also be appearing in the game, and Paramount are apparently so impressed with the designs Warthog have come up with that there's a possibility of some of them appearing in future *Star Trek* episodes. Expect to be yelling, "Make it so!" sometime next year.



TENCHU 2 - BLESS YOU

Those naughty ninjas are at it again

Stretching out the killer-in-pyjamas idea, Activision has confirmed a prequel to its surprise-hit ninja slit 'em up, *Tenchu: Stealth Assassin*. Set in Japan's "Period of Warring States", the imaginatively titled *Tenchu 2* will boast new weapons, abilities like swimming, challenging missions, plus fresh types of gameplay such as a story mode, a two-player option and a level editor. Over in the US of A, Sony is also releasing a 100-mission add-on disc for *Tenchu*, but at the moment there are no plans to release it in Australia. However, you can now pick up the original game at a Platinum bargain price. We review it on Page 82 of this very issue.



Try saying "the pen is mightier than the sword" and see how long you last.

Grease Lightning

Shane Warne Cricket could get hit for six this Christmas with EA Sports Cricket 2000 making its debut. Jason Hill speaks to Aussie gamesmeister Derek Proud, now over in the UK as associate producer of the new cricket sensation.

DEVELOPER PRODUCTION PROGRAMME Can you describe the game for us?

Derek Proud: It's a simulation of the cricket game, including the World Cup and Super Six competitions and one-day matches, with full international teams in real stadiums.

EW: Do tell us more.

BP: The game contains a high level of realism and

manner in which they hit the ball, and the shots won't look as scripted.

EW: Is the engine new or has it been reworked?

BP: It's a new engine, utilising more than 600 motion-capture moves from the PC version.

EW: Do you feel a series coming on?

BP: Being the first cricket title, we were very focused on getting the engine and feel of the game



"Cricket is a difficult game to simulate because if you make it realistic, the player has almost no time to hit the ball."

detail, commentary by the legendary Richie Benaud and David Gower, and our own developed engine, including over 600 motion-captured moves from cricketers Ben and Adam Hollioake.

EW: How long have you been developing it?

BP: Both PC version and the PlayStation versions were started in November 1998.

EW: How many are on the development team?

BP: Twelve

EW: What were you aiming for with the game?

BP: We wanted to make a cricket game that was exciting and playable.

EW: What's the best bit?

BP: At the moment I'm most impressed with the graphics - the game engine is handling all 15 3D players on screen and running extremely smoothly. And if played in World Cup or Super Six mode, the game will follow the real event.

EW: How are you treating the camera angles?

BP: We will have a whole variety of camera angles designed to replicate the look of the television coverage of the real events.

EW: What makes you think EA Sports Cricket 2000 can spin one past Warnie?

BP: We've got a much better polygon-based engine with more animations than the main competition, and we hope our simplified Analog control will also provide a better means of control. The graphics are more detailed and the motion-capture is awesome. We also feel that our scripting is better, that the player will have more control over the type and

right, but there will be still plenty of minor touches that we want to put in place in future versions. We'll eventually be looking at county cricket, five-day matches and more stadia. And, of course, updated player statistics.

EW: Where's the game been developed?

BP: By Krisalis software in Rotherham, UK.

EW: Can you explain some of the problems you face when developing a game like this?

BP: Cricket is a difficult game to simulate because if you make it realistic, then the player has almost no time to hit the ball. The decision between arcade and simulation has to be very carefully drawn so as to make the game realistic and playable.

EW: How did you choose the commentators?

BP: When it comes to the voice of authority with cricket, you can't go past Richie Benaud. He was the natural choice for the commentary for this game. Richie suggested we approach David Gower for his experience and reputation in the industry.

EW: What games are you playing at the moment?

BP: I'm playing Jonah Lomu Rugby on the PlayStation.

EW: What heart-stopping action sequences have you got planned for us?

BP: We're really pleased with the stumpings and batting motion-capture animations we've created for the game. They really capture the excitement of international one-day cricket.

EW: Tell us a secret about the game that you've never told anyone else before.

BP: We were oh-so tempted to include streakers.

Derek Proud



Job title: Associate producer.
Job description: Guiding the whole development process, scratching my head in wonder at what on Earth these people around me are talking about.

Precious games projects: AFL99 (PC), AFL99 (PlayStation), The Creed and EA Cricket World Cup (PC).

Background: I started in the industry seven years ago at Ozisoft and worked there for four years to the position of product manager. I then went on to work for the Office of Film and Literature Classification and was classifying film, video and computer games there for about a year. After that, I started working for EA.



This month we pay tribute to videogaming's 100 biggest stinkers of all time. If you've got any of the following games in your collection, then be ashamed, be very ashamed. Jason Hill is still trying to remove the stench from his clothes...



a ton of stuff...

01 *ET* (Atari 2600): Almost single-handedly brought about the great videogames crash of the '80s.

Legend has it that millions of cartridges had to be buried in the desert. The game was made in just 40 days, and Atari lost \$100 million.

02 *Rise Of The Robots* (Every format known to man): One of the most-hyped games ever because of its dazzling graphics turned out to be a dog of St Bernard proportions.

03 *Dragon's Lair* (Arcade and consoles): The father of full-motion video. Push a button at the right time or watch Dirk the Daring fall to his death. We'd rather let him fry.

04 *Plumbers Don't Wear Ties* (PC): Hilariously dodgy FMV adventure with actors who make *Home and Away* look like Shakespeare.

05 *D* (PlayStation): One of the most fundamentally flawed games ever. There's a strict two-hour time limit and you cannot save your progress, so every time you play you have to retrace your steps over and over again. Not fun.

06 *Pac Man* (Atari 2600): Atari gets one of their most important titles very wrong. It was made in six weeks and is the worst arcade conversion of all time. So confident were Atari, they manufactured 12 million cartridges – when there were only 10 million 2600 consoles in homes.

07 *Heart Of Darkness* (PlayStation, PC): After spending a massive five years in development, this became computer gaming's *Waterworld*. Promised so much. Delivered nothing.

08 *First Encounters* (PC): This *Elite* sequel was a great game, but had so many bugs that it wouldn't run on 95 per cent of PCs. The backlash against publisher Gametek was unprecedented.

09 *Night Trap* (Mega CD): The FMV shocker that outraged parents with its violence, and outraged gamers with its shoddy gameplay.

10 *Microcosm* (PC, Mega CD, CD32): Touted as a showcase for CD-ROM technology. Ended up as a horribly lacklustre shoot 'em up. The game code used up 0.1 per cent of the disc space.

11 *Johnny Quest* (PC): Hilariously shoddy mix of adventure and beat 'em up that still brings a tear to the eye. Not a tear of joy, either.

12 *World Cup Carnival* (Commodore 64): The first

official licensed World Cup game taught consumers a very valuable lesson. The game was a slightly re-jigged version of an appalling two-year old budget title.

13 *Phantasmagoria* (PC): Took the lead from *Night Trap*, trying to offer an 'adult' game with grisly murders and even a rape scene. Most of the murder scenes are hilarious.

14 *The 7th Guest* (PC): Almost single-handedly paved the way for FMV adventures and the likes of *Myst*. Thanks for nothing.

15 *11th Hour* (PC): The ultra-hyped sequel to *The 7th Guest*, and ironically, one of the games that spelled the end of the FMV adventure's reign of terror. It seriously flopped.

16 *BattleCruiser 3000 AD* (PC): The game's fanatical creator still swears it's the best game ever, but

there are still bug fixes being released five years later. The original version crashed on every PC known to man, and wouldn't play past the second mission.

17 *Epic* (Amiga): The only epic thing about this shooter was how long everybody waited for it to arrive. Ocean tried to sue *Amiga Power* magazine for running letters from readers outraged at the game's poor quality.

18 *McKenzie and Co.* (PC): Hilarious attempt to capture the girls' market by making a game about shopping, dressing up, gossiping and drooling over hunks.

19 *Independence Day* (PlayStation): As tacky and inept as the film but, unfortunately, not half as much fun.

20 *Leisure Suit Larry* (PC): Criminally unfunny 'adult'



PLANET PlayStation



Control an army of merciless invertebrates.



You won't be able to wriggle out of this one.

BET A WRIGGLE ON: ARMAGEDDON IS APPROACHING

THE WORM RETURNS

BUT THERE'S LIFE IN THE LITTLE CRITTERS YET

Worms wriggled their way into the hearts of many PlayStationers, but *Armageddon* looks to be the best in the series, and should arrive soon.

Developers Team 17 assure us the game is going to be bigger and better than ever, and Team 17's Martyn Brown gives us the vertebrate's view of his new baby...

Official PlayStation Magazine: Can you describe the game for us?

Martyn Brown: *Armageddon* is a game that blends action, strategy and outrageous fortune. Up to four teams can battle it out and single players can wade through countless death-match levels, tweak their skills to dizzying heights or have a go at the 40 special missions we've designed for them.

PSM: What are the main differences between the original *Worms* and this one?

MB: Visually, the game is very cartoon-like. We've also extended the armoury – the original PlayStation game had just 25 weapons, whereas now there are 60 tools and utilities to select. The addition of training and single-player missions really make it a great one-player game, which was one of the major concerns about the original. Of course, there's also more of everything. More landscapes, sound effects, levels, music, cool videos and lots of comedy soundbanks. It's total mayhem and a lot of fun.

PSM: What new weapons are there?

MB: My particular favourites are Old Women, Super Sheep, Aqua Sheep, The Holy Hand Grenade, Concrete Donkey and Skunk.

PSM: What new methods have you devised to transport the little invertebrates?

MB: Roping plays a major part in how

you get around, but we've added a lot of cool tricks, including back-jumps and a back-flip. They make getting around much easier. You can even use jet-packs or parachutes.

PSM: Is there plenty of depth?

MB: The game can create billions of random levels or you can play on one of the 50 or so custom-built levels we've included. There's so much in it in terms of hidden strategies, techniques and methods.

PSM: Why is it so addictive?

MB: No idea. If we had the recipe, we'd put it in everything. Since you never get the same game twice and there are so many different styles of play, you can never quite guarantee a result and it gives everyone a chance. It's almost always hilarious consequences that keep you coming back for one more go.

PSM: How are you vamping up the graphics?

MB: It uses thousands of frames of animated graphics to give a very smooth, cartoon-like appearance – not like the small, fiddly graphics of the original. The worms have more character. The backgrounds are more varied, too.

PSM: Why should punters buy *Armageddon* if they've already got *Worms*?

MB: It blows the original out of the water. It offers more choice, more single-player fun and unmatched four-player mayhem. Miss it and you'll regret it!

DUMMY SPIT

PIRATES AND THIEVES
BEWARE, RICHIE YOUNG'S
TURNING VIGILANTE...

Theft really gets me down. Whatever type it is, whether it be petty theft or jillion-dollar corporate theft. Now, don't fling accusations about me being some uptight capitalist bastard, because that couldn't be further from the truth.

The reality is, someone recently stole my beloved '72 Kingswood. Not only that, they decided it was their right to drive her for 200km, steal the wheels, smash her to bits and burn her inside and out. Little did they realise – or care – that I had slaved for years to pay for that car (as humble as she was) while juggling my education in between work at crappy takeaway joints.

Enough about me, what in hell does this have to do with videogames? Well, one big gripe I have (and it's also in your best interests) is about game pirates.

Pirates justify their crime by saying that game publishers make plenty of money as it is. But if piracy continues, there won't be any game publishers.

Game prices are determined with specific factors in mind, and if piracy becomes more rife, this will sadly become yet another factor. In short, those innovative games we've grown to love will become history if they're not deemed financially viable to make due to software piracy.

This crime is costing the games industry millions of dollars, which causes many more problems. Basically, good games won't be made because no-one will be prepared to pay for them and the industry will be stifled, meaning no job growth. Thus, Australians will never get the opportunity to work in the games industry.

Would you like to dedicate yourself to a game for years, only to have it stolen from under your nose? Fantastic games won't keep appearing without finance, so piracy must be nipped in the bud.

Oh, and fellas (you know who you are), I'm still coming after you... RIP, Gloria. I miss your vinyl touch.

THE END OF THE WORM IS NIGH

IT'S HIP TO BE SQUARE

A slew of Japanese game goodies are heading our way

Not content with exciting Aussies with *Final Fantasy VIII*, the Japanese digi-gods at Square have released details of a stack of new games heading down under.

This year, Sony are publishing *FF8*, *Chocobo Racing* and the stylish beat 'em up *Ehrgeiz*. Also confirmed to be coming our way soon is the role-player *Saga Frontier*. The US is getting English translations of RPG trio *Legend Of Mana*, *Chrono Cross* and *Dew Prism*, so they are all a chance here. It's unlikely that we'll see the bizarre racing-RPG *Racing Lagoon*, but *Vagrant Story* is a possibility, a title that abandons fluffy pink anime for a much darker feel. For horror buffs,

Parasite Eve 2 is also on the Japanese release schedule but a poor reception for the original game in the US is likely to prevent an Australian showing of the original or sequel.

Next issue, prepare for a massive review of *Final Fantasy VIII*. And that's guaranteed.

Yodel from hilltops in *Chrono Cross*.

DOUBLE THE FUN

They're packing 'em in at the games store

Sony has just released six great PlayStation game twin packs. The packs feature some hot games and cost just \$49.95. PSM is especially pleased with the Golf Pack, which brings *Everybody's Golf* back onto store shelves where it belongs. Don't miss it second time around, especially at just 50 bucks and with the excellent *Pro 18* thrown in for good measure. Here's a description of the packs available, and the numbers in brackets are PSM's verdict scores...

Golf Pack: *Everybody's Golf* (8) and *Pro 18 World Tour Golf* (8).

Racing Pack 1: *Formula 1 '98* (7) and *Rollcage* (9).

Racing Pack 2: *Twisted Metal 2* (9) and *Rally Cross* (6).

Groove Pack: *Bust A Groove* (8) and *Spice World* (6).

Xtreme Pack: *Jet Rider* (2) and *2Xtreme* (7).

Puzzle Pack: *Lemmings 3D* (8)

and *Kula World* (8).

Twice as nice for just 50 bucks!





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NETWORK

 **vodafone**

Oh Yeah!



on the periphery



Konami guitar controller

Been caught playing air-guitar in front of the mirror? Well, rejoice! All you budding rock gods can put your tennis racquets away and replace them with this Konami *Guitar Freaks* hardware that's so elegantly displayed before you.

Originally building its huge popularity in the arcades, *Guitar Freaks* will be ready to land in your homes in the new millennium. This 'axe' is likely to be packaged with the game itself, but it doesn't look like it'll be too useful when smashing monsters in *Silent Hill* or zipping through the forest in *V-Rally 2*. Sleekly designed with oodles of long-haired spunk, it's also packed with features to get you wailing away. Three buttons along the fretboard and a picking lever will have you jamming out cool licks before you can say *Purple Haze*!

Rockers, jazzy types and blues players – let your fingers do the walkin' ...



D-Boot™

Enjoy Saturday Night Fever in your own home! Exclusive to PSM readers, the D-Boot revolutionises dancing games like *Bust A Groove* and *Dance Dance Revolution*. Just pop the boots on, plug them into your PlayStation, then get down and boogie. Every funky move you make will be translated onto the screen, and we ain't jiving! Three sizes are available – small, medium and large. The D-Boot costs just \$69.95, so you can afford to buy two and have a two-player dance-off with a friend. Send all cheques to Official Australian PlayStation Magazine.

NB At the time of going to press, this peripheral does not exist. Actual product may not meet expectations. PSM reserves the right to spend any money sent in on food, drink, or lavish gifts for the editorial team.

secrel power

THIS MONTH'S THOUGHTS
FROM THE GAMING
HOSTESS WITH THE
MOSTEST...

There's nothing more relaxing than beautifying yourself. You know, guys – popping to the salon for a quick tint, a wax-job, maybe a manicure, pedicure and a nice facial.

Okay, so most blokes don't fancy having their skin scrubbed off with gritty sludge or taking a nap with cucumbers attached to their eyes...but guess what? It's not all we think about, either! No, contrary to popular belief, beauty



routines don't consume all our thoughts.

Take my sisters who hang out in cyberspace, for example. The Female Frag Fest '99 has just finished. "Say, what?" I hear you all ponder. Frag Fest '99 is an on-line *Quake II* tournament staged exclusively for all us petite, estrogen-rich members of society. That means: for girls only!

You may or may not be surprised to hear this, but the action was ultra-brutal



and just proves that we lasses can mix it with the best of the boys. Female Frag Fest '99 was far from a schoolyard catfight – 70 of my sisters-in-arms battled to become the ultimate supreme Woman Warrior. Guns, gore and blood – send them our way!

Come to think of it, us girls are so good at videogames these days, maybe we should conquer all and enter a female team in the NRL or AFL? How about that?

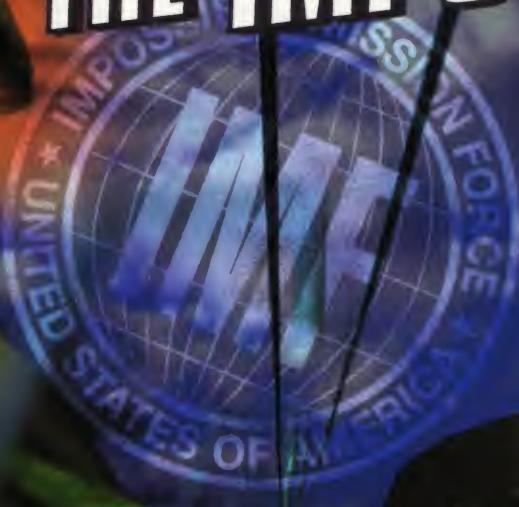
And that so-called tough guy Rambo – aw, he's just a sweet, little teddy bear!

Sorry, chaps. No kisses and cuddles this time around. We're comin' to getcha!



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global domination

UK They're awfully nice chaps you know...

Our sister publication, the *Official UK PlayStation Magazine*, has just held its black-tie ceremony for its 1999 awards, voted by UK PSM staff and select members of the gaming industry.

Readers were also able to vote for their favourite games, and the results showed there were some major differences between UK tastes and ours. Favourite pommy game was *Final Fantasy VII*, which was only placed eighth by Australian PSM readers in our recent Top 50. Meanwhile, *Gran Turismo*, Australia's favourite game, was only placed sixth in the UK voting. Heresy! *Metal Gear Solid* was deservedly second, the same spot as it occupied in Australian voting, while *Driver* was placed third, a top result for a game so recently released. The UK Readers' Top 10 was *FF7*, *Metal Gear Solid*, *Driver*, *Tekken 3*, *Tomb Raider 3*, *Gran Turismo*, *Crash Bandicoot 3*, *Resident Evil 2*, Anna Kournikova's *Smash Court Tennis* and *Ape Escape*. *Smash Court* was a surprise, although the PSM team is still playing every lunchtime!

Other awards were: Best Game Character – Lara Croft; Best Sports Game – *ISS Pro 98*; Best Beat 'Em Up – *Tekken 3*; Most Innovative Game – *Music*; Best Driving Game – *Gran Turismo*; Best Game Developer – *Konami*; Best Game Publisher – *Sony*; Most Addictive Game – Anna Kournikova's *Smash Court Tennis*; Best Music in a Game – *Bust A Groove*; Best Graphics – *GT*.



United Kingdom
All-format top 10



1 (NE) Driver	GT Interactive
2 (NE) V-Rally 2	Infogrames
3 (NE) FA Manager	Eidos
4 (4) Brian Lara's Cricket	Codemasters
5 (NE) Street Fighter Alpha 3	Virgin
6 (NE) Bugs Bunny: Lost in Time	Infogrames
7 (NE) Ape Escape	SCEE
8 (3) Metal Gear Solid	Konami
9 (NE) Player Manager 99	Infogrames
10 (RE) Gran Turismo	SCEE

United States
All-format top 10



1 (2) Final Fantasy VIII	Sony
2 (NE) WWF Attitude	Acclaim
3 (6) Syphon Filter	Acclaim
4 (NE) Sled Storm	EA
5 (3) Metal Gear Solid	Konami
6 (9) Need For Speed	High Stakes
7 (4) Gran Turismo	Sony
8 (1) Lunar: Silver Star Story	Working Designs
9 (NE) Legacy Of Kain: Soul Reaver	Eidos
10 (NE) Um Jammer Lammy	Sony

US From the land of opportunity comes...

He founded Electronic Arts, designed *John Madden Football* and became a legend despite (or because) of the glorious failure of his pioneering 32-bit games console. Trip Hawkins is the ultimate videogames maverick and CEO of The 3DO Company.

Trip's CD-based console, the 3DO, was a precursor to the PlayStation that bombed due to inadequate marketing and software support. In the intervening years, The 3DO Company has re-invented itself as a games publisher in the PC market. Now, the firm is keen to expand into PlayStation with a roster of releases that follow on from its PC successes.

Army Men is an arcade war game featuring plastic soldiers who shoot it out across 14 missions, and promises "visceral" death sequences. Slightly more serious fare is provided by *Crusaders Of Might & Magic*, an action-led RPG in which you roam about in full 3D. Stepping into the pointy boots of young-blood Drake, your job is to stop the Legion of the Damned taking over five worlds made up of verdant forests, boiling deserts and icy wastes. Then there's the pitch-mungous *High Heat Baseball 2000*, featuring the 1998 MLB teams, five playing modes and 37 stadia.

All three are out Stateside around October, so we can hopefully expect them here early next year.



JAPAN The land of the rising games...



If a game's worth doing, it's worth doing three times. Probably four. Especially when it's *Bio-Hazard* (that's *Resident Evil* to you), Capcom's ever-popular schlock-horror show. Development work began last August on the latest in the zombie-grinding saga. "The main difference between *Bio-Hazard 2* and *3* is that we've put in more action," explains the game's code-god, Shinji Mikami. "The puzzles have become more difficult and there are new enemies. We've also implemented a 180-degree turn."

Mikami is confident this third game is a cinematic gaming experience. "Many elements from movies have been included," he explains. "We took some inspiration from the last scene in *Jaws* (when the shark has an oxygen tank in its mouth) when we were modelling zombie heads blowing up. And we are also including a new enemy inspired by *Terminator*'s liquid-metal cop." *Bio-Hazard 3* is also a much larger game. "The aim of the previous *Bio-Hazard* was to escape from a building," says Mikami. "By using the whole city area in *Bio-Hazard 3*, the map becomes bigger, and different types of environments can be used."

What about continuing the *Bio-Hazard* series on the next-generation Sony machine? "On the PlayStation 2," speculates Mikami, "the improvements will be mainly graphical. Now, the way characters talk depends on how the voice actors are performing. But, if the graphics can be improved, we will be able to change the faces and express some emotion. Conversations will become more human than ever before."

Japan
All-format top 10



1 (10) Super Robot Taisen F	Banpresto
2 (NE) Racing Lagoon	Square
3 (1) Dance Dance Revolution	Konami
4 (5) Simple 1500 Series Vol 1	Cultura
5 (NE) Spriggan Lunar Universe	From Software
6 (NE) Ace Combat 3	Nameco
7 (NE) Beatmania Append: Gottamix	Konami
8 (NE) Pachislo Aluze Tenkoko	Aluze
9 (NE) Segarejiri	Enix
10 (8) Minna No Golf: The Best	SCEI

Freebie

How to Enter:

Send all entries to: Official Australian PlayStation Magazine, PO Box 4089, Sydney NSW 1928. Please write your answer on the back of the envelope along with your name, address and daytime phone number. Entries for all competitions close October 30 and winners will be announced in the December issue of PSM.

Artful gamers

Regurgitator are now PSM's official fave band after this month's interview revealed they are obsessive PlayStation gamers. The lads like nothing better than sneaking around with Solid Snake or belting each other senseless on *Tekken 3*. Which makes them cool in our book. Oh, and their music's not half bad, either. Thanks to the strange human beings at Warner Music, one 'gurge fan will score a fab *Bust A Groove* T-shirt autographed by Ben and Quan, a fetching photograph of the boys, and a copy of the masterpiece that is their latest album, ...art. Simply tell us which Regurgitator single focussed on videogaming addiction, and send your answer to: "I like your new stuff better than your old stuff".



Wipeout 3 is the fastest and funkiest racer on the planet, as last month's 10/10 rating and this month's fabulous demo attest. Whizzing around the futuristic cities is truly breathtaking. All gamers should experience its flying-by-the-seat-of-your-pants racing action. We've got five copies to give away, courtesy of the kind folks at Sony. We'll also throw in a tragically hip *Wipeout 3* T-shirt, so you too can look as cool as Richie. Well, almost. To enter, simply tell us in ten words or less why *Wipeout 3* should be in your games collection, and send to: "Like Wow, Wipeout".

PHOTOGRAPHY BY CATH MUSCAT AND GEORGIA MOXHAM



Fancy yourself as a helicopter pilot after playing this month's *RC Stunt Copter* demo? PSM and Interplay are giving you the chance to own your very own remote-controlled chopper and take to the skies for real. With your own 'copter, you'll be able to take it to the park and perform all manner of aerial manoeuvres. Maybe you could even strap the cat to it. The JR Propo Ergo-30 RTF is worth \$1,600 and is suitable for everyone, from novice to expert flyers. Turn to Page 108 for details on how to win by playing through the training missions on this month's demo.



PlayStation owners around the world are finally wandering around the spectral plane with Raziel in *Soul Reaver*. PSM reviewed the game way back in Issue 21, when it received a 9/10 and was described as "a must buy title". To celebrate the game's desperately long-awaited release, we've got an incredible Raziel figurine to give away, courtesy of Ozisoft. We'll also throw in a copy of *Legacy Of Kain: Soul Reaver*, plus a handsome T-shirt. The large, polystone statue has incredible detail – right down to Raziel's claws – and stands about 30cm tall. You can't buy it in the shops, folks, making the winner of this startling collectable the envy of vampire admirers everywhere. Just tell us which of the following films was not about blood-sucking creatures:

- Dracula.
- Interview With the Vampire.
- The Lost Boys.
- Nosferatu.
- Revenge of the Tax Inspectors.
- All of the above.

Send your answer to: "I Want to Suck Your Blood".

**A Bum Deal**

The Australian-designed "Ultimate Seat" is perfect for lounging around the beach or getting up close and personal with your PlayStation in your living room. This comfy seat has its own built-in foot pump for quick and easy inflation, and usually costs \$34.95 – call (02) 9751 2510 for details. However, we have five to give away to lucky PSM readers! To enter the running, just tell us what the Ultimate Seat and Regurgitator have in common. Write to: "My Bottom Needs Protection" with your answer at the usual address.

**Solid as a Rock**

To celebrate the release of *Special Missions*, we've got a brilliant *Metal Gear* pack to give away, courtesy of GT. You'll receive a copy of *Metal Gear Solid*, plus the new *Special Missions* add-on disc. There's countless hours of sneak 'em up gameplay on offer. We'll also throw in a Official Strategy Guide in case you need advice on how to sneak a peek at Meryl's undies, plus a pen for jotting down top-secret information, a black cap to make you look as cool as Solid Snake, and a *Metal Gear Solid* keyring for...um, your keys. To win this handsome bundle, just write to "Solid Gold", answering this mind-boggler: Who is the star of *Metal Gear Solid*? A. Larry Lizard; B. Craig Crocodile; C. Darren Dragon; D. Solid Snake.



finger fuel

Got the munchies? Or

maybe a killer thirst?

This month we've matched
some of our favourite

PlayStation games with the
perfect drinks and snacks
for that all-night session.

Enjoy in moderation!

Star Wars Episode One: The Phantom Menace

Popcorn and Coke



The most accurate conversion of film to game ever deserves the perfect movie munchies. Sit back and enjoy this epic with a box of popcorn and a swig of Coke.

Civilization 2

Pizza and Jolt Cola



An average game of Civ can take days. You'll need Jolt to keep your eyes open, and a regular Pizza Hut delivery to keep your tummy happy.

AFL 99

Meat pie and VB



It wouldn't be the complete footy experience without a warm beer and a cold pie in the hand. Yelling at the umpire is optional.

Anna Kournikova's Smash Court Tennis

Twix and Two Dogs



Smash Court is simply one of the best two-player games ever. Sit back and enjoy a five-setter with a mate, share a Twix and a bottle or two of the best alcoholic lolly water.

Wipeout 3

Chupa Chups



Wipeout 3 is so fast and furious, you haven't got time to take your hand off the joystick to have a drink or a nibble. Throw Chupa Chups in your mouth and keep playing.

Need For Speed High Stakes

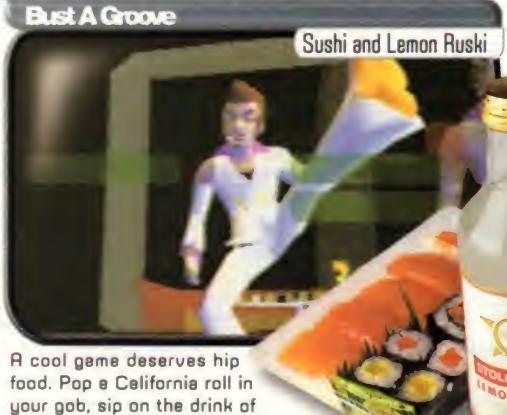
Donuts and coffee



If you're going to play as the cops in this great racer, you'll have to eat authentic police food. This'll do nicely, but feel free to substitute McDonald's instead.

Bust A Groove

Sushi and Lemon Ruski



A cool game deserves hip food. Pop a California roll in your gob, sip on the drink of the moment and get down!

RFA 99

Gatorade and PowerBar



If you're going to guide the Socceroos to the World Cup, you'd better keep your energy levels up and stay in tip-top shape.

~~CONFIDENTIAL~~

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Director, FBI

To: [REDACTED]
Office of Security

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DECLASSIFIED ON: 5 JUL 1999

cc: Mr. Wyse

Mr. Todd
Mr. McDonald

[REDACTED] Mr. Beckett

Synopsis:

Subject: [REDACTED]

APPROPRIATE AGREEMENT
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DATE 11-8-78
See [REDACTED]

information and actual footage

four CD disks which contain detailed

has not been seen before. Believed to be an entirely new episode.



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Darth becomes him

Star Wars Episode 1: The Phantom Menace's dinky Darth Vader speaks to Stephen Pierce, revealing a dark side that even Yoda didn't spot...

Sitting cross-legged in a large hotel armchair is a diminutive Jake Lloyd. Either side of him stand two staff members, posing (for photographic purposes) as minders. The pretend bouncers look nervous. "Don't worry," the dwarven thesp pipes up. "It's only a PlayStation magazine." Right...

Lloyd has, in his ten years, cropped up in *ER* plus such movies as *Unhook the Stars*, *Virtual Obsession* and *Jingle All the Way*. It is, however, not this catastrophic canon that has landed his pre-pubescent visage on half the world's magazine covers. As Anakin Skywalker (a youthful Darth Vader) in *The Phantom Menace*, the lad has become catapulted from hired-saccharine-whineball in a bunch of forgettable piffle, to intergalactic-saccharine-whineball in *The Biggest-Grossing Film of All Time*. A light-speed leap indeed.

With such a step comes many things. Global adoration. Piles of lucre. Big demands on your talent and even bigger demands on your time. The kind of changes that could perhaps spawn arrogance...

"I'm trying to get my PodRacer ready for the race."

"I like him [Jar Jar Binks]. But in America you get shot if you like him." Sounds reasonable to us.

Lloyd is furiously tapping away at the PC version of *The Phantom Menace*. "It took me all day to get here. I've been through a lot of save points." Mr Lloyd doesn't much like being disturbed.

It is the day after the UK premiere of *The Phantom Menace* and Lloyd, *PSM* plus a swathe of PRs, family members and hangers on are ensconced in an ultra-flash hotel. The idea is to glean a little insight into the million-dollar tyke's mind beans. Yet his professionalism appears stretched. Tired? Perhaps. Irritable? Maybe. Annoyed? Um, certainly...

PSM enquires as to the feeling one gets from seeing oneself actually in a videogame. "It's pretty cool," comes the reply. Are you a fan of PlayStation-ing? "Well yes," – and with overtones of rehearsal – "but this is just an amazing game. I played it on PlayStation last night. Now that was cool. I'm just happy that it's out on PC, even though I can't use it on mine because it doesn't have enough extra memory."

You get the impression that, while on the surface Lloyd might resemble the archetypal, scrubbed-cheek-faced-American so beloved of Ralph Lauren stylists, his mind is as knotted as a pommy tourist's hankie. He is but a child, yet one eagerly infused with the might of LucasFilm's marketing stratagem. He is young, but his youth is laden with demands far in excess of his modest years. Sad.

Back in *PSM's* universe, Lloyd reveals he did have a PlayStation. "Yeah, I used to have one, but my mum fried it in London," he says. "She put it in a thing that changes the plug, right? And fried it." He pauses,

before throwing a glance towards his mother and with (mock) sternness simply says, "MUM!"

The whole scenario reminds one of Joe Dante's segment in *Twilight Zone: The Movie*. A small boy with infinite power, terrorising his elders with an all-too-changeable will. The PRs flit about, placating Lloyd with inane chatter. The relatives sit silently, politely smiling at his jokes. But *PSM* tries to prod a response from a subject seemingly weary of the whole procedure.

How was the premiere? "Good, it was really fun, I met the Prince of Wales..." And what did he have to say? "He was, like, asking how I coped with school. I said the normal thing," Lloyd says. The normal thing? "That I have a tutor," he mutters, eyes not leaving the PC screen. Silence. Jar Jar Binks appears on screen.

"Ah, everybody's favourite character," *PSM* states with a deliberately discernible coating of sarcasm. "Not everybody's," the youngster snaps back, oblivious. "I like him. But in America you get shot if you like him." Sounds reasonable to us. And his other co-stars? "They were all just so professional. Ewan's a great guy, so

Baby Vader appears jaded by the *PSM* experience as the sporadic chat makes its way round to *Star Wars* spin-off merchandise. What's it like to have toys in your own image? "I think it's pretty cool. It's pretty neat," trots from his mouth for the umpteenth time. So, do you play with yourself, *PSM* cheekily enquires? "Yes I do," Lloyd amusingly replies, before wittering any semblance of humour dead. "No, I don't play with myself. But I play with, like...no. No, I was about to..."

He's distracted by the PC once more. *PSM* admits defeat. As the final photographs are being shot, a hotel resident edges over. "Is that the boy in the new *Star Wars* film?" she quizzes. "He's just sooo cute."

Yeah, you'd think so, wouldn't you?



Lloyd on...



A hidden message in Star Wars: "No. They are just supposed to be fun movies."

Star Wars fans: "I think they're pretty exciting. They're quite interesting people."

Interviews: "They're interesting."

Sci-fi: "Star Wars is the only sci-fi I really enjoy."

Blue-screen effects: "It's easy. You just think that he's [Sebulba] about this tall [gestures] and that he'd rather kill you than look at you and he speaks a different language. That's pretty much it."

DKNY clothes: "Natalie and I don't like DKNY because they messed up our stuff. What she wore to the premiere is completely wrong. Don't get me wrong, DKNY is cool. They just messed up our clothes once."

His next project: "I'm doing a film called *Madison*. It's a hydro-plane racing film."

Time off: "I just hang out, have fun. I like to ride my BMX. It's probably one of my favourite things to do."

Friends: "They're cool. I'm just a normal kid."

Being a normal kid (with his face on over a million magazine covers): <Silence>



"I just hang out, have fun. I like to ride my BMX. It's probably one of my favourite things to do...I'm just a normal kid."

"You were right about me, Luke, you were right..."



Richie
Young gets his
hands dirty rating the
goriest games to ever
splat the screen...

MORTAL KOMBAT 4	BLOOD COUNT	RACISM	SCARIENESS	MONSTER COUNT	GAMPLAY	OVERALL SCORE						
	Throw any punch, then sit back and watch a couple of litres of blood come gushing from your opponent's noggin. You'll definitely 'see red' playing this nasty fighter.	10	Realism was never high on the priority list for the developers. The blobs of blood that fly around are a little too 'chunky' to even slightly resemble the real thing.	2	Has a definite sinister edge and morbid feel. The atmosphere and environment is raw, but this is not the spine-chiller you might expect.	4	Goro (that yellow, four-armed fiend) is the only character to resemble a monster. Big, bad and ugly, Goro is a mutant, but he hasn't got any mates.	2	Big on blood and very thin on gameplay. It suffers from an over-elaborate control system and a shonky 2D look. Winning is too reliant on button bashing rather than skill.	3	21	
	SILENT HILL	Gory! Walking around is not only eerie, it's a hazard for swanky suede shoes. Decaying corpses of animals and monsters are strewn throughout the game.	9	The environment is very realistic. At times, you can be forgiven for feeling you're actually there and being scared out of your pants.	8	The entire story that unfolds in the game is not dissimilar to a script from a horror movie. Creaky floorboards, suspense and creatures get your heart pumping.	8	Hairy little clawed fellows, skinned dogs and pterodactyls will keep you occupied. Just when you think you've killed the last one...	7	There's plenty of action, and the puzzles and tasks are varied enough, although walking alone through a deserted town can get repetitive and (boo-hoo) lonely.	8	40
	RESIDENT EVIL 2	Plenty of blood, flesh and guts to be strewn all over your TV screen. With so much blood and zombies about, Raccoon City would make a happy home for Dracula himself.	10	Despite the outrageous zombies and the downright nasty occurrences, Resident Evil 2 is still realistic enough to have you checking your undies.	7	Chilling. Think of the scariest movie you've ever seen, then plonk yourself right in the middle of it and you get the picture. An interactive horror movie.	10	Heaps. Most are zombies, nonetheless they shouldn't be messed with. There are also skinless freaks with huge tongues, rotting dogs and slimy plant creatures.	9	Excellent suspense and meticulous attention to detail make for an awesome game. Controls are a little cumbersome, though.	9	45
	DINO CRISIS	The team behind the Res Evil series aren't the types to shy away from having blood dripping from the screen. Rest assured, punters, there's loads of ooze in Dino Crisis.	9	A modern-day setting and the environments are well constructed. Even though you'll have prehistoric creatures chasing you, it feels terrifyingly real.	9	Defeating nasty reptiles from another era is daunting as well as freakin' scary. The dinosaurs are bigger, meaner and tougher than you'll ever hope to be.	9	Dinosaurs are dinosaurs but, to us mere humans, PSM guess they can be classed as monsters. There are plenty of them and some are absolutely massive beasts.	10	Dino Crisis has an excellent mix of plot, suspense, action and puzzle solving. A nice and basic control system makes for an excellent adventure.	9	46
	BLOODY ROAR 2	Bloody Roar's unique hybrid mode (where you transform into an animal) gives you better attack options and this is where you can really get the blood flowing.	9	Not until we all live next door to a nuclear power plant and adapt strange mutation powers will Bloody Roar become a realistic beat 'em up.	3	Only legends like Croc Dundee have the guts to laugh in the face of huge-fanged animals who could rip out your innards. But strangely, Bloody Roar is not scary at all!	4	All the characters have hybrid abilities which means you are able to transform into an animal during a fight. So, plenty of mutants, but the only monsters are from within.	3	Good fun, and drawing all that lovely claret from your opponents is impressively gory.	7	26
	BUSHIDO BLADE	Great use of blood sprays, it's just a little on the minimal side. This beat 'em up is based on the use of weapons, so winning a fight is a matter of a well-timed blow.	4	Despite the fact that sword fights to the death are not exactly commonplace these days, this is fairly close to how we imagine a sword fight would be. Bloody.	8	Unless you're scared witless of being dismembered or having a part of your body chopped, then this game's a cinch. There's nothing to make you tremble.	3	Zilch! Just human foes to battle with - there's nothing at all to worry about, really.	0	Wielding a sword in battle takes a little getting used to. Bushido Blade isn't your typical beat 'em up with its scoring system and weaponry, but it's definitely fun.	8	23
	GRAND THEFT AUTO	Grab a gun and take out those deadbeat mafia hoodlum scumbags, or if you want to be really bad, get behind the wheel and create some pedestrian carnage.	5	The city layouts are realistic, if a tad simple. But displaying such anti-social behaviour in most cities these days will attract the attention of the boys in blue quick-smart.	5	If you're scared playing Grand Theft Auto, then you really need to consider getting out a little more.	0	Only if you count the 'monster trucks' you get the chance to pinch and take for a joyride.	0	Whether you're running errands for the mob, squashing pedestrians or trying to jump a bus over a river, GTA is unique and great fun.	8	18

MOST GORY GAME EVER!

PHOTOGRAPHY BY CATH MUSCAT

facts + figures

One of Australia's top models, Annalise Braakensiek, is this month's *PSM* game girl, striking a pose as Sonya Blade from *Mortal Kombat*.

MORTAL KOMBATANT

Name: Annalise Braakensiek

Age: 26

Occupation: Professional model/actress

Born: Sydney, spent childhood in Byron Bay, NSW

Now Resides: Bondi, NSW

Height: 175cm

Hair: Blonde

Eyes: Green/blue

Personality: Annalise was too shy to describe herself, but after a quick call to her boyfriend, the description was "vivacious, loyal, loving, carefree and kooky...with a wicked sense of humour".

What! Boyfriend?: Sorry, 'fraid so.

Big break: Being spotted by an Italian photographer at Bondi Beach - "Before then, I hadn't considered myself to be beautiful or capable of being a model". Annalise shot to fame when she was named *Inside Sport Model of the Year* in 1993.

Experience: Annalise has appeared on the covers of countless Australian magazines. As well as the *Inside Sport* gong, Annalise was one of *Who Weekly* magazine's Best Bods in '98. Now models all around the world, including Milan, Paris and New York.

Is she a PlayStation fan? You bet. Annalise plays *Tekken* all the time. "Eddy rocks!" At first, when her siblings started hammering the PlayStation, Annalise told them to get outside and hit the surf, but now she's addicted.

What does she have in common with Sonya Blade? "We're both tough chicks," says Annalise. And they both work hard: Annalise trains for 90 minutes a day, six days a week.

The future? Her pin-up year 2000 calendar is out soon, and watch out for Annalise in the new SBS sitcom, *Pizza*, in which she plays super-sleuth Claudia Macpherson. There's a film role coming soon, too. Annalise wants more acting roles. Maybe she'll get a movie gig as Sonya in the *Mortal Kombat* sequel... 

PHOTOGRAPH BY GEORGIE COLE. WARDROBE BY HELEN SATTLER FOR PLUTO PRODUCTIONS.



GO BIG, HAWK STYLE.

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GTA2 OFFICIAL PLAYSTATION MAGAZINE SPECIAL FEATURE

clip does pay

Rumours sprang from the underworld that GTA2 was once again going to be a top-down racer. Dan Mayers went deep, deep, deep undercover to discover the truth...



old monkey can make a videogame full of swearing and random violence. Think of the benefits. It stirs up controversy, keeps John Laws and Fred Nile in jobs, generates publicity and (duh) notoriety sells. Occasionally, however, you get a game that uses such methods to push at the boundaries of videogaming, bringing it out of the schoolyard and into the adult world. Despite the mainstream media's protestations, *Grand Theft Auto* was one such game.

Sure, it involved crime, running people over and expletives galore, but it was the aspects people tended to overlook that made *GTA* a distinctly adult game: the filmic qualities, soundtrack and pop culture references that few pre-adolescents were ever going to get. Then along came *Driver*. GT's game was billed as *GTA In 3D (But Without The Car Theft, Swearing or Running People Over)*. Thus it wasn't really *GTA In 3D* at all, just an equally satisfying driving game.

One of the problems with *Driver* was the amount of pop-up the game contained. One can only surmise that this was due to the technical limitations of the console – the PlayStation simply can't deal with the demands of attempting *GTA* in 3D. So perhaps, although the initial reaction was one of surprise, it's probably a wise move for Rockstar to stick to the top-down view for the forthcoming *GTA2*. But what have they managed to add to the original?

GTA2 has been a couple of years in the making, and a wealth of changes have affected the companies involved in that time. Fortunately the team that developed the original game, DMA, are on board again, though now under the banner of Rockstar Games. During the making of the first game, they had trouble implementing many of their ideas. Not so with the sequel.

Sam Houser, president of Rockstar Games, spoke to *PSM* about his hopes for this game: 'Everything is bigger, nastier, faster and better. Whole new tracts of gameplay have been added, making it unlike anything anyone has seen before. The focus is on gang warfare.'

The overall premise remains the same – you begin the game as a two-bit thug striving to make your way in the world. The more missions you perform, the more respect you get from the criminal fraternity. "It's set in a fictional American city," says Sam, "approximately three weeks in the future. We've stayed with the States but didn't want to be tied to a real place."

The gangland streets have been broken up into three distinct areas. Visually, they look a lot dirtier than the cartoon colours of the original, adding to the sense that what you're playing is





Fat Tony was feared by everyone on the streets. The best strategy when playing poker against the gun-wielding bastard was just to let him win...





The visuals in *Grand Theft Auto 2*, while not groundbreaking, are a marked improvement on its predecessor. Huge explosions are especially tasty.



most certainly an 18 certificate. Sam told us that they'd rejigged the graphics considerably to include "a massively expanded tile set and a whole new graphics engine – the game's a real, top-down 3D game this time".

Within this city you'll be able to interact with everything, but you'll no longer be the centre of

attention. Everywhere you go there'll be dodgy dealings taking place. Maybe someone doing out dope on the street corner, maybe someone being mugged, maybe you'll be mugged mid-mission. There's no way of knowing how the game will treat you, but it's probably advisable to act with caution or you'll bring down an army of law enforcement.

"You have to prove your allegiance... Of course if one gang likes you, another is thinking up devious ways to put you six feet under."

the mob squad

GTA2 is heavy with film references and there's no doubt the ladies and gentlemen at Rockstar are film fans. We asked them to point us in the direction of some of the seedy sources of their inspiration.



King of New York
Director: Abel Ferrara
Rockstar says: "The darkness of the film combines with the notion of being a 'playa' – very *Grand Theft Auto*."
PSM says: Not everyone who runs a city is elected. Good line, that.



Taxi Driver
Director: Martin Scorsese
Rockstar says: "In *GTA2* you are a loner/mercenary who works predominantly alone, just like Travis Bickle."
PSM says: You talking to me? Are you talking to me?



The Warriors
Director: Walter Hill
Rockstar says: "In *GTA2* the inter-relationships of the gangs directly affect your ability to operate."
PSM says: Being whacked with a baseball bat directly affects your ability to operate.



Goodfellas
Director: Martin Scorsese
Rockstar says: "GTA is about becoming a made man, the essence of a goodfella."
PSM says: Do you think I'm funny? Do I amuse you? No, Mr Pesci, you don't at all, ever ever...

This is an important aspect for Sam: "Respect is everything, because without the respect of a gang, you can't get work and if you lose respect, you're likely to lose your life."

It's a tough call. Align yourself with one gang and you'll incur the wrath of the others. Play the field and you run the risk of not generating enough points by not taking risks.

How exactly does all this work? "All of your missions are given to you by street gangs," Sam reveals. "They will only give you work if they think you are on their side in the gang wars. You have to prove your allegiance by attacking rival gangs. Once a gang likes you, they'll give you work. Of course if one gang likes you, another is likely to be thinking up devious ways to put you six feet under."

The gangs now take several forms. The Krishna movement from the first game have morphed into a fighting force to be reckoned with, dabbling in narcotics. The Yakusa are a hardcore band of Japanese mafioso. overshadowing all of them are the Zaibatsu, an industrial collective, moulded on the OCP from *Robocop*. These guys make subversive drugs, of which the Krishna are one band of consumer. The clever thing is, the more you integrate yourself into the gang culture, the more you discover about the dynamics between them. Some appear to be enemies but are, in fact, allies.

Obviously, *GTA* wouldn't be the same without the boys in blue. Now we'll be seeing four distinct levels of police reaction, and Sam's pretty excited about them: "I love the new kinds of police. Normal coppers, SWAT teams, the FBI and the army for when you've been particularly anti-social." And have we got new weaponry? "Yes. Lots. Molotov cocktails, electric stun guns, car cannons, hand grenades, machine guns and more than a few others."

grand master crash



The city is a dark, worrying place, particularly if you get on the wrong side of the various gangs.

The first wave of the law are still bobbies on the beat, except now they're super cops. They follow you everywhere. Through buildings, alleys and they even leap across bonnets. If you persist in waking up the neighbourhood, the SWAT teams set up road blocks and utilise high-powered weaponry. Then the FBI get involved. The Feds are significantly quicker, and don't really care whether civilians die or not. Lose the Feds and you're faced with the army. These guys basically rip the city apart looking for you, and they will get you in the end. You get points for staying out of their way.

Similarly, the pedestrians have been imbued with advanced AI. Each character needs to get somewhere or do something. You may find your-

self getting a smack from some citizen who objects to you stealing his motor. You might also stumble across muggers, assassins or drug dealers. You might even find your own car getting jacked or get mugged and lose half your points. These are the things that most excite Sam about the game: "The AI has been massively overhauled so the city really seems to be alive." The possibilities are endless – the city does feel like a living environment.

From what we've seen of *GTA2*, far from being a limited rehash of *GTA*, it looks like DMA have created a perhaps even more immersive game than its predecessor. After you with that machine gun... 



Gain the respect of a gang and you'll get work and cash. Lose the respect of a gang, and you're likely to lose your life. You'll be constantly looking nervously over your shoulder if you dare to cross a gang.



Driver vs *GTA2*?

Sam Houser,
president of
Rockstar Games,
talks the talk.



Official PlayStation Magazine: What are you trying to do with *GTA2*?

Sam Houser: It is a complete overhaul of the original game, with a host of new features, improvements and innovations. *Grand Theft Auto* was both incredibly controversial and incredibly popular with fans and the more discerning members of the press, who loved its non-linear, freestyle gameplay and contemporary subject matter. *GTA2* has been in development for two years and promises to shock and amaze people as much as the original did.

PSM: Up until this year's E3 show in LA, there were rumours that *GTA2* wouldn't retain the top-down view of the original. Was this ever an issue for the development team?

SH: No. The game is a chase game set in a busy city. Two things force us into having a top-down perspective. The need for lots of other vehicles and so on is one, but the most important is the need to see in front of and behind your vehicle at the same time. You can see both where you are going and who is chasing you. The game was inspired by videos of police chases filmed from helicopters. They really captured the insanity of certain criminal situations and we felt they would make for a thrilling game.

PSM: Having opted for the top-down view, what do you make of *Driver*, which looks a lot like what many people were expecting from *GTA2*?

SH: *Driver* is a nice enough game – but it isn't *GTA*. Why? Well, because you can't get out of the car and you can't see who is chasing you in the normal scheme of events. Technically, I think they did a good job, but we are making a completely different game (anyone familiar with *GTA* must be able to appreciate that) and the power to put *GTA* in proper 3D is just not there on the current PlayStation.

PSM: Tell us how you've implemented the pedestrians and inhabitants in the gameplay.

SH: Well, along with innocent pedestrians (each of whom has their own objective and so may want to catch a taxi, bus or train), there are muggers, car-jackers, drug dealers, assassins and gang members. The effect on the gameplay is to make the game a much more free-form experience in which the city responds to you and impacts upon you. It's really a do-what-you-want, go-where-you-want type feel.

PSM: Got a word to the wise?

SH: It's the first game I've ever played with an attitude problem. If you keep it happy, it's nice to you. If you misbehave, watch out...

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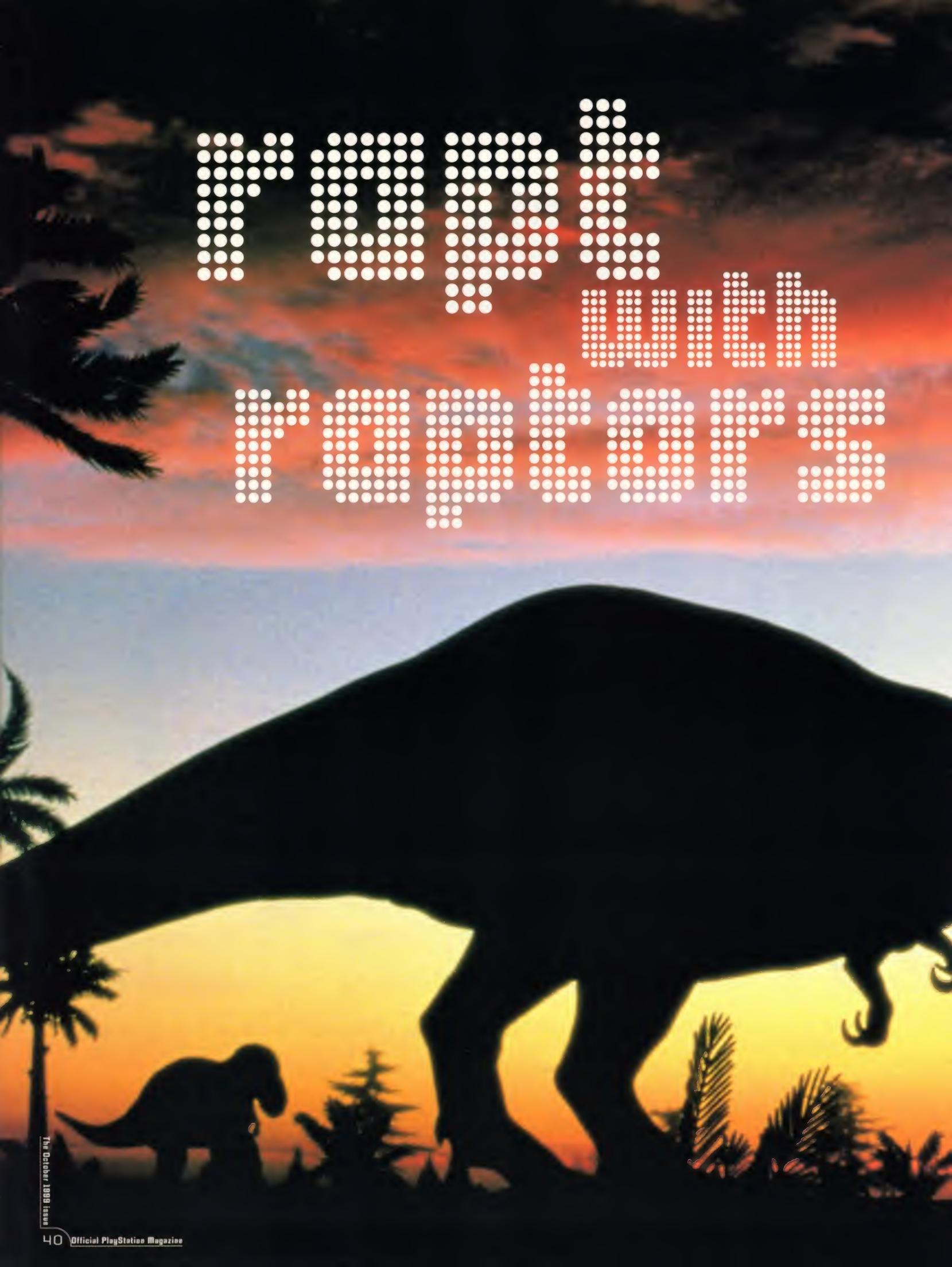


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A vibrant sunset or sunrise over a tropical landscape. In the foreground, several silhouetted Tyrannosaurus Rexes are walking across the horizon. The sky is filled with warm orange, yellow, and red hues, transitioning into a darker blue at the top. A few palm trees are visible on the left side.

PlayStation with Raport's

Dino Crisis - Resident Evil with lizards - hits Australia in December.

Stephen Pierce
braved jetlag and
raw chicken to
meet its creator,
'panic-horror'
mastermind Shinji
Mikami, in Tokyo.

A perfect opportunity for the
Doyouthinkhesawus joke.



round the foothills of Mount Fuji lies a wooded area known as Jukai. Every so often, volunteers patrol the woods armed with knives. To cut down suicide victims. Such is the culture of Japan. Success and achievement is all, while failure demands the most extreme of sacrifices. Hotel windows above the ground floor don't open - for a good reason.

School children who don't fit in, or who can't attain the imposed academic standards, are ostracised by their peers. More and more young people are taking their own lives.

Has everyone seen
Bladerunner?



"Resident Evil's style instills a more frightening image in consumers – 'survival horror'. But *Dino Crisis* is much more of a 'panic horror' game."

► reappearance three years later – of one Professor Kirk. The boff's work was allegedly based around the 'Principle of Clean Energy', but due to a stoppage in funding, his results have become unclear.

Soon after arrival, the team becomes separated and Regina finds herself alone. Wouldn't you know it. A moosh about, a scream, the peal of bullets, the discovery of a ripped fence and a puddle of blood. Then the sound of scampering feet...

"I don't think PlayStation games are necessarily any *more* capable of inspiring fear than movies or novels, but they can certainly be very effective," Mikami ponders. "A player can see directly from the TV what's happening and because it's interactive, they can get the feeling that the creator wants to instill in the user. Obviously movies have a different effect, while novels rely on imagination. You can't really measure which medium is the most frightening." Mikami is quite clear about his latest new product, though. "As far as games go, *Resident Evil's* style instills a more frightening image in consumers – 'survival horror' if you will. But *Dino Crisis* is much more of a 'panic horror' game."

Your first dino encounter is a well-timed, 'what-the-hell-is-that?' type moment. One that immediately makes good use of the new 360-degree rotation button and enables you to ping a couple of ineffectual caps in its bounce, before pegging it the hell outta there. This in turn leads to yet another shock – you make it to safety, but are you actually safe? Panic horror is right.

While certainly a fresh title in its own right, *Dino Crisis* does obviously owe a debt to the *Resident Evil* games – the cinematic gaming perspective, the creepy sense of foreboding and the visual palette drawn from the muddier end of the spectrum.

Yet *Crisis* does offer a smattering of newness. APC-style 'skinning' approach has been taken in the manufacture of the beasts themselves; the result being that up close to the screen, the reptilian annoyances remain immaculate. No polygon break-up. Nothing.

Scenery interaction also features prominently, unlike the *Resident Evil* titles. Blast a table, knock a chart from the wall and it will stay that way – an element of reality long overdue.



Panics past

Evil has a new name – and it's Shinji Mikami. Just check out his repulsive résumé...

Resident Evil

The original altar of the undulating undead.



When the dead walk, stop the killing or lose.

Resident Evil: Director's Cut

More of the same, only truer to the creator's original vision...probably.

Resident Evil 2

Nail more zombies than ever before and hide from foul beasties with more than the usual quota of limbs.

Dino Crisis

The lumbering corpses take a rest as another equally annoying breed are resurrected.

Resident Evil 3

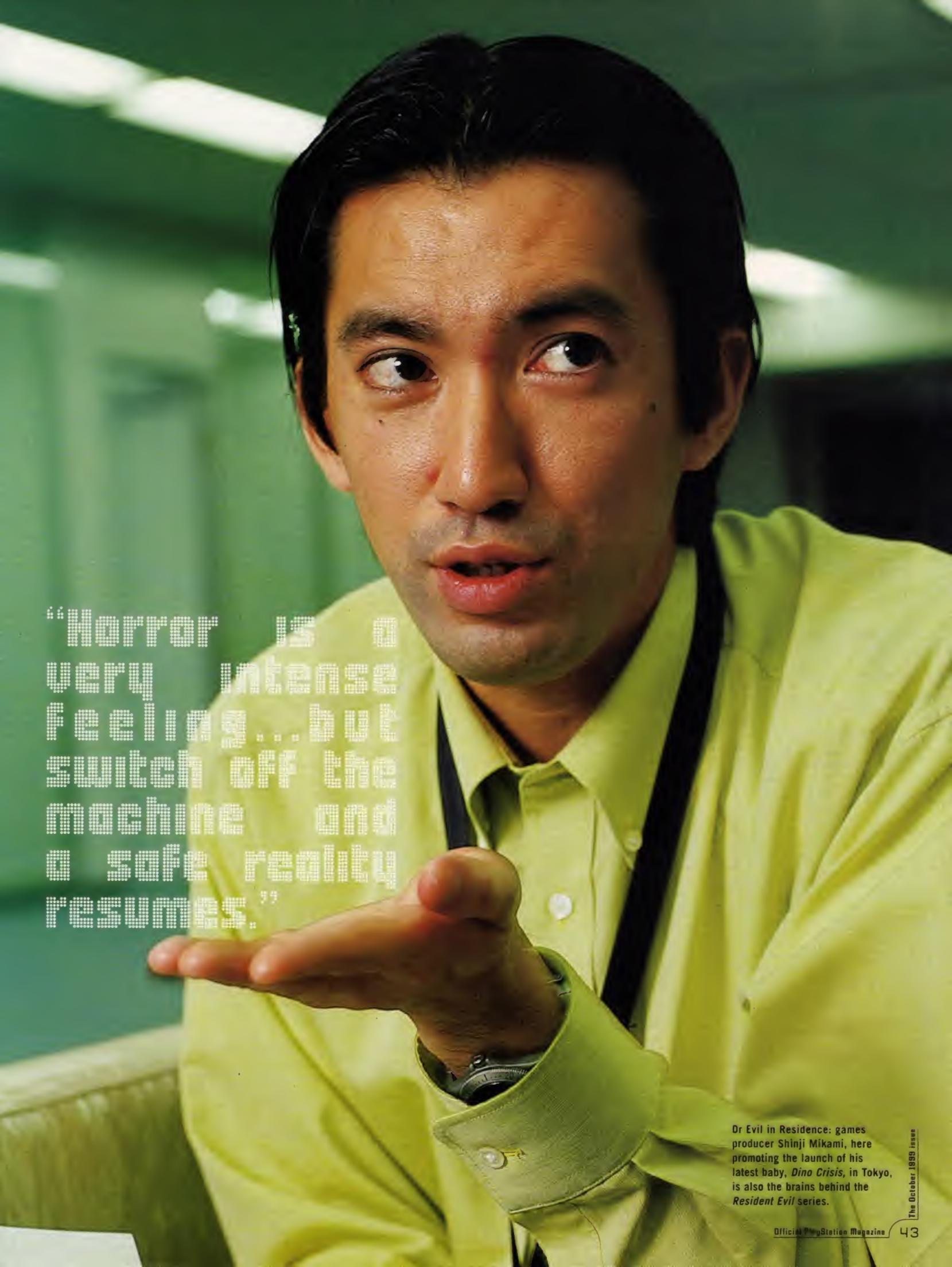
Due this December, the Raccoon City tale stumbles on. You play Claire and go up against hordes of...yep, you guessed it.



Akihabara



In eastern Tokyo an area exists known as Akihabara. Famous as 'the electronic city', the place is an astonishing splicing of a garage sale and the most advanced Dick Smith Electronics you are ever likely to see. PSM witnessed: minuscule, silver mobile phones (designed apparently for schoolgirl's hands) priced at the equivalent of about \$8; portable DVD players which would go for \$3,000 in Australia, but cost around \$1,000 here; and, of course, the launch of *Dino Crisis* in the stores. Posters daubed most shop fronts while, even as rain descended and turned the place into a living, breathing *Blade Runner* set, people queued to try the fresh game on one of the open-air game pods. Believe the hype – Akihabara truly is like no other place on the planet.



"Horror is a very intense feeling...but switch off the machine and a soft reality resumes."

Dr Evil in Residence: games producer Shinji Mikami, here promoting the launch of his latest baby, *Dino Crisis*, in Tokyo, is also the brains behind the *Resident Evil* series.



Tough-nut agent
Regina (right) fights
the good fight with a
little help from her
muscle-bound ally
(left) called...ahem,
Gail. Honest.

► The masking technique during loading times – the door-opening sequence – remains though it, too, has undergone a tweak. For a start, Regina is visible during these sequences and if she is wounded, say, the familiar limp is still in evidence. This is also true when plodding up stairs or using the (new) retractable piton gizmo – a shooty cord which drags you Batman-style through skylights etc.

Mikami himself has something to say on the game's advances. "Obviously the graphic part has been improved with a full 3D environment, as well as the camera views. Now there is a camera view in the dinosaur's eyes – so in some scenes you see from the perspective of the beast. The way that they are chasing you can be expressed on the screen as an effect."

Ultimately your task within the game – aside from merely staying alive – is to get to the bottom of Prof Kirk's apparent 'energy equals dinosaurs' equation. And obviously standing in your way are a gamut of the aforementioned 'terrible lizards'.

I have seen the scaly stylings of the velociraptor, the tyrannosaurus and the aerial meanderings of a pterodactyl. It has been suggested, though, that a further two dino-types may be hiding away within the recesses of the island complex.

On this subject and the mystery behind Kirk's botched test-tube distillation, Mikami keeps schtum. "I can't tell

you that," he teases, "and it's a really big part of the game."

Well, what *can* be spilled? "There are three types of ending," the developer eventually reveals. "One of those will be really, really difficult to achieve. You will have to play through several times to get that ending. The player will also be able to choose three costumes after the first round, and one of these will be like a caveman outfit made of fur."

On a more personal note, he adds, "It's a good feeling to get the people's expectations up, but it is hard at the same time to satisfy those very same expectations. It's very difficult to achieve."

And so it must be, because for many the merest glance at *Dino Crisis* will evoke thoughts of *Resident Evil* with dinosaurs. But it is these very same dinosaurs that should elevate the title above the rest of the graphic shocker mire. Of course, it's very *Jurassic Park*, but the way the beasts move is astonishing. Weaving, bounding, pausing before lurching and more, all with a sweep of the tail and a curve of the spine which renders these perhaps the most authentic-looking creatures ever seen on a PlayStation.

"Yes, the basic ideas were gleaned from *Jurassic Park*", Mikami offers. "But in order to make the dinosaurs original and to implement their movement, we studied several animals like crocodiles, snakes and bears – something which looks similar. I studied all these beasts and came to the conclusion that an amalgamation of these might portray the movement of a dinosaur."

And did the inclusion of dinosaurs have any bearing on the change to a fully three-dimensional background? "Yes, that's right," says Mikami. "It's much different from *Resident Evil*, because dinosaurs move much faster than zombies. We felt the 3D engine was the best way to illustrate this."

Indeed, the green goliaths do somewhat belie their lumpen frames in the nippiness department. During one quite remarkable moment, Regina is peeking about a seemingly deserted room. All is still. There seems nothing of use here. Then, with a vociferous bellow, a T-Rex ploughs through a mirrored screen and begins

addressing your parts with his incisors. The pathetic ping of your handgun seems barely able to even inconvenience it.

Talking of guns, it will come as no surprise to seasoned *Evil*-ers that there are numerous weapons to be nabbed around the environment – an all-important shotgun being one.

Health pick-ups counteract the lopsided stagger brought on by a few too many toothy encounters, while keys and other helpful ephemera are dotted about, just waiting to be picked up and placed correctly in another part of the game to aid advancement.

Needless to say, like previous entrants in Mikami's oeuvre, *Dino Crisis*, features a comprehensive inventory. You have an item slot for keeping your goodies safe, an Equip selection to bring objects into action, a Map and a Mix option to combine stuff to make it more effective (à la *Tomb Raider 4*). While adopting a slightly different visual approach, the inventory's function remains virtually unchanged.

Dino Crisis was released in Japan on 1st July 1999. PSM was there at the time. Walking round Akihabara, the 'electronic city' region

Freaky, super-tanned fashion kids, westernised to the point of caricature. Patchinko halls, rammed with suited types playing this pinball hybrid – they obsessively collect steel ball bearings to exchange later for prizes. Half-mast pants. Subservient women. Cleaning ladies standing in squads on railway station platforms, primed to pounce on detritus. Mikami seems genuinely oblivious to the way my western eyes view this series of oddities but I'm glad that, at this late stage in the day, he becomes a little more open about all things *Dino*.

"I would hope that *Dino Crisis*, like *Resident Evil* before it, has the

"I would hope that *Dino Crisis*, like *Resident Evil* before it, has the capability to spawn a sequel... I would like to set the whole thing in the jungle..."

within Tokyo – where the tiniest mobiles are a mere \$8 and the latest DVD hardware can be picked up for a song – it is obvious that *Dino Crisis* is big. Posters line the shops. The game is up and running on the game-pods which stand around the perimeter of stores. People queue patiently to play. PSM wonders if this – Japanese text excepted – is the same version which will alight on our shores in time for the Christmas season?

"The Japanese version features auto aim," says Mikami, "but we have taken that out for the European release to make it more difficult. I wanted to show the way a character really holds a gun, and I think we have really achieved this in both versions."

Stopping for a coffee gives me the opportunity to take in the glitzy-cyberoid Tokyo environment. Due to its sheer enormity, bustle and complexity, the subtleties of life here can easily be overlooked.

capability to spawn a sequel," he informs me. "I would like to get more dinosaurs in there. I would like to set the whole thing in the jungle too. I keep saying no to a sequel, but everyone here at Capcom keeps telling me I really have to do one."

And with that, the Stephen King of the videogames world disappears into the throbbing metropolis that is Tokyo, becoming just one among the ten million making their way home.

Which leaves me to contemplate the prospect of yet another sushi sandwich and the long flight back.



Dino dynasty

Loathsome or latex? Petrifying or plasticine? The dinosaur's ride through popular culture hasn't always been smooth. PSM separates those sharp of teeth from those limp of tail.



1925

The Lost World
Ancient they may be, but these real lizards with glued-on cardboard fins once caused many a cinema-goer to spill their mint humbugs.

1966

One Million Years B.C.
Raquel Welch running about in fury pants seemed a bigger draw than the dinos, but much spear chucking kept the action high.

1975

The Land That Time Forgot
Doug McClure pokes bendy teeth from bendy mouths in this hilarious – but uncanny – fossil full of daftness.

1991

Dinosaurs
An apparent satire on American culture, it basically tried to do a *Simpsons* with rubberised extinct folk. Not funny. Not clever. Not popular.

1993

Jurassic Park
Spielberg revives the scaly ones to rapturous applause and zillions clinking into his account. Plot-craters aside, it is still damn impressive.

1995

Theodore Rex
Good grief! Comic dinosaur detective teams up with 'crazy' Whoopie in this bargain-bin, straight-to-video stinker. Truly a terrible lizard.

1998

Barney's Great Adventure
Kiddy-Jurassic action as that pink blob who purports to be a friendly T-Rex type indulged in the titular 'Great Adventure'. Rank.

1999

Dino Crisis
Yep, looks like the dudes from the Cretaceous period are gonna be back on top in this incisor-grinding, flesh-shredding panic 'em up.

contributors

Jason Hill

Five minutes with the glorious kart racer that is *Crash Team Racing*, and Jason had unleashed the animal within... One minute he was the cuddly bear Polar, waving his PSM team mates to pass as he dawdled around the colourful circuits. The next minute he'd morphed into the wild beast Dingo, and was lobbing TNT crates and bombs at Rob, who was cute little Coco and clearly not amused. But we shouldn't be surprised - *CTR* is the kind of game that will change lives.

Andrew Iredale

Spyro's growing up. He's a child no more, as his tell-tale chin stubble, croaky voice and rash of pimples attest. Spyro's even starting to be attracted to the female dragons in his class. It's an awkward age, but who better to guide Spyro through puberty than Master Iredale, who just passed through it himself?

Richie Young

Rob had no hesitation in throwing *Buster and the Beanstalk* to Richie to play. Poor Richie is constantly reminded that he's the baby of the PSM crew. As the only staff member who can remember his (troubled) childhood, he was the only choice to enjoy some cute, glossy, kiddie fun with the *Tiny Toon* gang. However, Richie resented being typecast, and promptly spat his dummy.

Andy Butcher

To do justice to the epic role-playing adventure *Final Fantasy VIII*, Andy felt he had to get to the heart of the game's protagonist, Squall. He marched himself off to a soldier training academy, and started challenging his perplexed soldier chums to sword fights and chicken races. Fortunately, the army promptly gave him a "Section 8" discharge so he was able to file his preview.

-  A big thumbs up for these aspects of the game.
-  But developers better alter this before release.
-  Advance warning. Here's how to make it better!

Final Fantasy VIII

The day of reckoning approaches, for Square's long-awaited masterpiece is almost upon us. Andy Butcher trembles with anticipation for one of the biggest releases of 1999.

Take our advice and start freeing up some serious time. Cancel your plans, stock your cupboards with snacks and your fridge with beverages, and make sure your significant other is aware that he/she is unlikely to see you for a couple of months. Oh, and catch up on your sleep - you can kiss goodbye to any chance of a full night's rest once this baby is in your collection. Yes, *Final Fantasy VIII* is nearly here.

To say this latest installment of Square's long-running RPG series has been eagerly awaited is a little like calling the *World War II* a minor skirmish. Even before *Final Fantasy VII* was released, speculation about the next game had already begun. Now, after two years of rumours, second-guesses and downright lies, the finished article is nearly ready. Japanese gamers probably booked their spot on the pavement outside their favourite game store several months back, as the release of the new game is likely to make the mile-long queues for its predecessor look tiny. Just as a few hours of play hardly scratches the surface of this gaming behemoth, so any attempt to do justice to it in the space available here would be foolish. For that, you'll have to wait for next issue's exclusive review. What we can say is that, from what we've seen so far, *FFVIII* is just about everything we hoped for and a whole lot more.

As with all the *Final Fantasy* games, *FFVIII* moves the action to a strange new universe populated by a new set of heroes and villains, but featuring many familiar faces and concepts. The vast, complex plot casts you as Squall, an eager young warrior training to become a SeeD mercenary at a massive complex called The Garden. The initial sequences cleverly introduce you to the fundamentals of the plot, while utilising your SeeD training to introduce you to the game system and controls. Only once you've worked your way through these sections and gained a working knowledge of the system's subtleties - a process as enjoyable and intriguing as some complete games - are you drawn into the story proper.

In its basic structure, *Final Fantasy VIII* shares much with its hugely successful predecessor - as with the previous games in the series, it represents an evolution rather than a revolution. You move your polygonal character through a stunning series of beautifully drawn and creative environments, encountering hundreds of characters as the story progresses. The menu system is also similar, as are the 3D battle scenes, which use much the same combination of turn-based and real-time elements. This makes the whole game pleasantly easy to pick up if you played *FFVII*.

To say that it's similar, though, is definitely not to say that there's nothing new - far from it. Beyond the rich and detailed new world and complex plot, everything has been refined and expanded and dozens of new concepts have been introduced. The graphics are where the most obvious changes have been made, with a more modern, realistic style being used for the characters and their movements - more reminiscent of *Resident Evil* or *Metal Gear Solid* than the overtly animated style of *FFVII*. But these are merely superficial alterations. A discussion of the new magic system alone, which is based around the idea of guardian forces that can be linked to each character and grow and develop alongside them, could fill more space than a complete review of a more typical game.

In short, *Final Fantasy VIII* isn't just going to be a massive hit, it's likely to be one of the greatest games of all time. Its looking set to be both highly playable and immensely innovative. Start cancelling those plans now.

Yes, it's official - *Final Fantasy VIII* is the very best-looking PlayStation game ever.



PSM OPINION



FF8 is every bit as enthralling, addictive and playable as its illustrious predecessor, and manages to be actually even greater in scope, scale, and depth. Plus the new character and battle graphics are superbly rendered.



If you couldn't see what all the fuss was about with *Final Fantasy VII*, this new installment is unlikely to convert you.



It may lack some of the impact of *Final Fantasy VII*, drawing as it does on its predecessor's basic design and structure, but there can be little doubt that *Final Fantasy VIII* is certain to be the masterpiece everyone was hoping for – and expecting.



Crash Team Racing

Mario got a rest from jumping over platforms, so why not our favourite bushy-browed marsupial? Crash Bandicoot is following in the plumber's footsteps with his own kart racer. Jason Hill powerslides with an animal.

The PlayStation industry is heading for another huge crash this Christmas – *Crash Team Racing* is this summer's guaranteed smash. It'll sell by the truckload. Most of the friends and villains from the previous *Crash Bandicoot* games get the chance to tear around the circuits in *Crash Team Racing*. There's our favourite bandicoot, plus Dr Neo Cortex, Tiny, Coco, Dingo, Polar, Pura and a new evil force of polygonal madness, a scientist named Nitrous Oxide.

The story goes that Crash and his mates are in dire straits. Obsessed with speed, Oxide plots a strategy to tear down the island paradise in which Crash and his friends live. Oxide cooks up an experiment to 'speed up' the entire world until the end of time. Crash and his friends must race to save the planet from premature death. OK, so the story's rubbish. The game isn't.

Playing modes include adventure, time trial with a ghost, arcade, versus and battle. There are three difficulty settings and you can choose to race three, five or seven laps. But the highlight is obviously the multi-player mode – whether in racing or battle mode. It's brilliant fun, especially with four players.

There were 16 tracks in this preview version, plus six special battle arenas, and we'd be surprised if there weren't even more hidden in the final release. The circuits travel through castles, arenas, the beach, temples, snow-covered mountains, caves, sewers, under water and through the clouds. Each of the levels is based on a particular character's domain, such as Cortex Castle, Papu's Pyramid and Crash Cove. There are also multiple routes and sneaky shortcuts.

Power-ups to collect include bombs, TNT crates, time clocks that slow down all other players, missiles, nitro boxes, bottles of noxious chemicals and turbo boosts. Power-ups are assigned randomly after you crash through a box on the track.

Most tracks have hazards to avoid as well as the pick-ups. Some of them, like

water, sticky mud or boulders that squish you into a pancake, are rather fun, but others like the fire or kart-eating plants can be frustrating because they cost you a lot of time for making a small mistake. Some tracks also have gaping chasms and running off the track will give you little chance of victory.

The karts handle extremely well and the sense of speed is terrific. Using the two Analog sticks of a Dual Shock (one for steering, the other as an accelerator) is the preferred option. The more wumpa fruit you collect, the more juiced up your car is, making it go faster and your power-ups more lethal. There are also speed boost pads littered around the track that must be used wisely, and players are rewarded for getting as much air as possible off the jumps. Push the shoulder buttons while launching off a jump and you'll leap high into the air, and receive a turbo boost when you hit the track. The more air you get, the longer the turbo lasts. Players also receive turbos for powersliding. Learning to powerslide is not easy but, once mastered, they are brilliant fun and really elevate CTR above other kart racing games.

As you hurtle around the tracks, there are on-screen maps that show the position of all characters. Even on easy mode, the computer-controlled opponents provide a reasonable challenge and are quick to unleash a volley of power-ups in your direction.

The game's massive adventure mode will provide longevity for single players, something usually very suspect in games of this type. CTR borrows from the N64's *Diddy Kong Racing*, with your character zooming around a landscape, choosing which races he or she wants to compete in and winning items to unlock others. You need to win first place in four races in each area to race a boss, which gives you a key to open up another area. There's also collect 'em up levels and helpful advice from Aku Aku on improving your driving skills – a very thoughtful addition.

Like *Speed Freaks*, *Crash Team Racing* is a treat for the eyes. It has spectacular and wildly colourful graphics. The bright and colourful cartoon visuals retain the familiar *Crash Bandicoot* style while still feeling fresh. There's even rain on some tracks, and the tickertape when you cross the finish line is also a nice touch. Technically, it is clear Naughty Dog have created a superb game engine. You can see lengthy sections of the undulating tracks at once, with no fog or last-second pop-up of background scenery as you race. There's also little evidence of slow-down, no matter how many karts are on the screen at once. The polygonal characters are well textured and have heaps of charm, and the wacky sound effects are superb.

Crash Team Racing is fantastic entertainment. With its great characters, challenging powerslide system, excellent assortment of tracks and huge adventure mode, it looks even better than the brilliant *Speed Freaks*. It will be one of the PlayStation's best party games, and yet another reason to buy a Multi Tap.



PSM OPINION



Top characters and stunning graphics. Kart handling is great, and powersliding and getting big air is exciting. Four-player races or battles are hilarious fun.



Because powersliding is tricky and will take a little while to master, beginners will be at a disadvantage compared to experienced racers in multi-player mode.



You'll need a Multi Tap and plenty of mates to get the most out of it.

Publisher: Sony | Developer: Naughty Dog | Release date: November | Origin: US | Style: Kart racer | Players: Four

The scenery is stunning, but the action in *CTR* is so fast and furious that you don't have much time to enjoy it.



Quake II

A game that needs no introduction. Responsible for more wasted working hours than any other game in history, ladies and gentlemen, Justin Calvert is honoured to present... *Quake II*.

For those of you unfamiliar with the hugely successful *Quake* series (both of you), *Quake II* has already shipped almost a million units worldwide, making it one of the best-selling PC games of all time.

Assuming the role of a Space Marine, you've been sent as part of an elite corps to fight the Strogg – mankind's greatest enemy. A race of cyborgs, they vary greatly in appearance and ability. You'll be confronted by everything from unskilled humanoid soldiers to gigantic, spider-like creatures with enough weaponry to conduct a world war. You, on the other hand, start the game armed only with a small blaster and limited ammo supply. Fortunately, the Strogg make a habit of leaving all kinds of weapons strewn around the levels, so as you progress through the game you'll gradually improve your arsenal. All of the weapons from the PC version except for one, which we think will

there's absolutely no fogging, allowing you to, quite literally, shoot from one end of a level to the other – should you ever need to. Even with multiple enemies on screen, the game runs at a constant 30 frames per second. More impressive still, the new engine that Hammerhead designed specifically for *Quake II* scales textures accurately, meaning that none of them become warped or blurred when they come to the front of the screen.

Quake II's real selling point, though, is exactly the same as that of the PC version – the multi-player mode. Obviously the PlayStation can't support a 32-player Deathmatch, but amazingly the developers have managed to include a four-player split-screen mode, which looks every bit as good as the single-player game. The action is fast and ultra-furious as you and up to three mates run around one of the specially designed Deathmatch levels, blowing the guts out of each other. Traditional Deathmatch and

"The action is fast and ultra-furious as you run around...blowing the guts out of each other."

be the BFG 9000 – the slowest and most powerful in the game – are included on the PlayStation version. Shotguns, railguns, grenades and rocket launchers are just a few of the toys you get to play with, although it's worth noting that many of your enemies have access to exactly the same armoury. You'll need to give them the respect they deserve, or you will die. Repeatedly.

As a single-player game, *Quake II* on the PlayStation is very similar to its PC predecessor, with 20 levels of action. All except one of these levels are based on those in the PC version, though they have all been tweaked to allow for mid-level loading (necessary due to the large scale of the levels) and to improve certain gameplay issues.

Graphically, *Quake II* is one of the most impressive games ever to grace the PlayStation. In single-player mode you notice that

Team Deathmatch modes of play are available as well as a brand new Versus mode, in which each player only has a set number of lives – the last player standing being the winner.

Sadly there's no link-up option, which in PSM's opinion would be a huge selling point. Apparently not enough people own said cables, making it impractical for companies to spend time and money enhancing games in this way. It's a real shame that PlayStation gamers will not get to experience multi-player *Quake II* without resorting to split screen. However, to be honest, as soon as there are more than two playing you'll be lucky if you have time to check your score, let alone look at your opponent's position.

Quake II on the PlayStation represents a remarkable piece of programming. Here we have a spot-on conversion of one of the most influential games ever made. Sheer bliss.



Travel to new and exciting worlds, meet strange and exotic creatures...and blast the living daylights out of 'em.

PSM OPINION



It's *Quake*, and it looks as good as it possibly could on the PlayStation. The four-player mode has to be seen to be believed.

Ummmm, there's no link mode. And you won't be able to replace the characters with *South Park* models like PC players can.



Multi-player mode is the main reason to buy *Quake II*, but the single-player mode is far better than any other first-person shooter previously seen on the PlayStation. Frag 'em all!



Opponents are a frightening range of cunning half-human/half-robot malevolents, and there are countless puzzles and traps to negotiate.



Spyro 2: Gateway To Glimmer

Spyro made his debut last Christmas, but despite being overshadowed by Crash and Lara, this gutsy little purple dragon is back. Fortunately, as Andrew Iredale finds out, his chest hasn't been enlarged for the sequel.

After his victory over Gnasty Gnorc in his first game, Spyro was heading for a beach holiday. But before he gets a sniff of sea breeze, he's whisked off to the land of Avalor. It seems the indigenous inhabitants are having a spot of bother with the local evil overlord, a nasty chap called Ripto, and they need a dragon to sort things out. Spyro is such a beast, and just happened to be at the wrong place at the right time.

Elora, a satyr, and Hunter, who looks a bit like Chester Cheetah, are responsible for bringing Spyro to Avalor. Although Spyro might not be quite their idea of what a dragon should be, he does have the desired effect of unsettling Ripto who storms off, vowing to bring death and destruction to the land. Needless to say, Spyro accepts their offer and heads off to set things straight.

The sheep are back from the first game, and they've even got diving helmets for the underwater stages!

With a level design much like the previous game, Spyro's adventures here take him across four main levels represented by the seasons, each containing many stages within. The main objective is to retrieve the Talisman from each stage, but there are always two or three secondary quests that Spyro will be asked to undertake by the locals, for the reward of an Orb. These quests range from catching thieves who've stolen the scientist's power cells (like chasing the Egg Thief in the first game) to freeing the enslaved Hula Girls, or even playing a game of ice hockey! These individual missions aren't necessary to obtain the Talisman, but add a lot of variety and challenge. Skip them and you'll miss the best parts of the game.

In every direction you'll see gems. It's Spyro's duty to collect them all, but should the weight of this treasure become too much, Mr. Moneybags (yes, that's his name) will relieve you of some of it. Moneybags turns up conveniently at almost every point where Spyro finds his progress halted and offers to repair

the bridge, teach Spyro to swim, whatever needs to be done—for a price. There's no other way around it, so if you don't have enough gems you'd better get back out there and find some more.

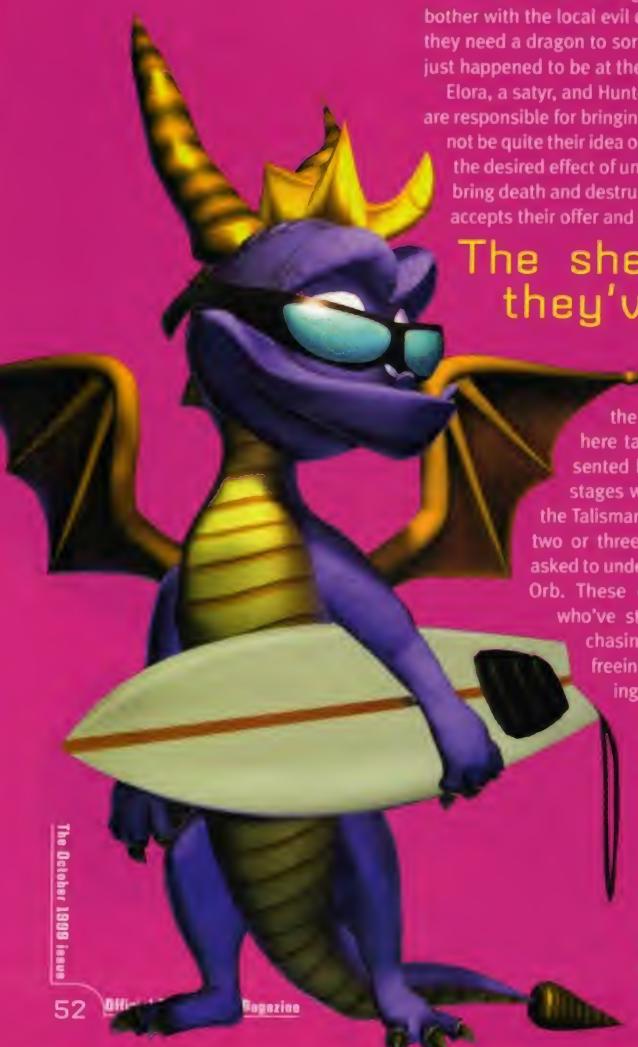
To increase the replay value even further, Spyro learns new skills throughout the game, and at any point you can travel back to old levels so you can visit areas you couldn't get to before. Flying is of course one of Spyro's specialties and, once he learns to swim and climb, there won't be anywhere you won't be able to get to.

As fun as it is to frolic across the meadows, trying out Spyro's abilities and collecting gems, one must not lose sight of the overall plan to rid Avalor of nasties, and there are plenty of them to contend with. Beating them depends on what sort of attack pattern they employ. Most of them can be charged through, sending them reeling

into oblivion, but if they're too big to knock over, simply toast them with Spyro's dragon breath. This is especially effective if they're just standing there waiting to whack you with a lead pipe or something, as your flame travels quite a distance. Spyro's dragonfly friend Sparxx, who acts as a health gauge, once again joins him and is replenished by eating the small critters that wander around aimlessly. The sheep are back from the last game, and they've even got diving helmets for the underwater stages!

Once you start making progress through the seasons, the enemies Spyro confronts become a lot smarter and more active in their efforts to extinguish his flame permanently, and you may have to think of less direct ways of dispatching them. At the end of the major levels a big boss awaits, but this shouldn't pose much of a threat to anyone trained in old-school platformers.

Spyro 2 may look quite similar to *Spyro The Dragon*, but the differences are immense. Most notable, though least obvious on the surface, is the refined gameplay that delivers such a delicious experience. The developers have used the Dual Shock controller to its potential and the level designs make them a joy to explore, not a chore to get through. Everything has been done to make playing the game accessible to all, yet it still offers enough challenge for seasoned gamers without deterring youngsters or less nimble-fingered players. If you want a good, fun game that will genuinely entertain, think *Spyro 2* when you go shopping for a present for your PlayStation this Christmas.



PSM OPINION

Improves on all aspects of the original. The graphics are crisp and bright, the sound effects and music are top-notch and it plays like a gem!

+ Older players may ignore this game because it looks too cute, but it'll be their loss.

- It would be nice if the more experienced players didn't have to collect gems just to keep Moneybags's pockets full.



Formula 1'99

It's not an evolution of *F1'98* but a brand new model. As Dean Evans discovers, *Formula 1 '99* is bigger, better...and, thankfully, has been designed and coded by someone else.

What did you do with your copy of *F1'98*? If you didn't immediately return it for your money back, perhaps you set fire to it, snapped it, or maybe a few of you lashed your copy to a brick and lobbed it in a river. To say the game was disappointing is like saying the bubonic plague was a tickly cough that cleared up in a day or two. What Visual Sciences did was take a stylish game and strip away everything that was good about it. Yes, for the briefest of tiny moments, *F1'98* may have looked like a cutting-edge F1 sim but, play around with it for long, and you see it for the heap of retch it so obviously is.

But that's all in the past. If the *F1'98* experience taught us anything, it's that you should always keep your receipts. In the meantime, *F1'99* has been pushed out of the Sony garage, and if there are two things about it that promise a 320km/h return to tarmac-skidding greatness, they are: (a) it's an accurate simulation

of the 1999 F1 season – with real drivers, Murray Walker and minutely modelled tracks (including the new Malaysian circuit); and (b) *F1'99* has been designed and coded by someone else.

Specifically, this 'someone else' is Studio 33, best friends of *F1'97* developers Bizarre Creations and a team best-known for the excellent *Newman-Haas Racing*. Consequently, instead of pushing back the frontiers of gaming technology (you know who you are), Studio 33 is again pushing them forward. Where *F1'98* was jerky and blocky, *F1'99* is gloriously quick and slick. Where *F1'98*'s cars look like a toddler made them out of Lego (with his eyes shut and wearing mittens), *F1'99*'s speedsters are accurately-modelled, superbly-textured and reflect the light as they hurtle around the 16 tracks. While you could pick holes in *F1'98* all day and still have enough left to fill the day after that, *F1'99* seems to have very few flaws. If you want a racing game that allows you to take part in the sort of live coverage broadcast by Channel Nine, *F1'99* could well



be the über-realistic, officially licensed racer for you.

Rather than fixing the problems of the previous game, Studio 33 decided to dump everything and start again. The result, at least on the surface, is a cleaner, more visually-striking game – a jerk-free, blockless nirvana of 3D efficiency. Most noticeably, there's now very little pop-up, and with four views to choose from (a nose-cam, in-cockpit view and two behind-and-slightly-above-the-car external angles), you can really make the most of the extra detail.

There have also been significant changes to the game itself. There's no Arcade option this time – instead, there's an instant-action Quick Race mode that drops you straight into the high-octane thrills of an F1 race. The streamlined menu system shows that *F1'99* proudly features all of this season's teams and drivers. Studio 33's attention to detail really shows through: should you race through a season, you'll notice that Schumacher gets replaced by Mika Salo after the German's leg-breaking pile-up at Silverstone.

Like the previous games in the series, the bulk of *F1'99* is built around the Grand Prix mode which consists of three sub-options: Single Race, Championship (race all 16 tracks for points) and Test

Drive (a practice option). In all of them you can choose to fiddle around with the set-up of your car. Studio 33 helpfully provides three pre-set car configs for F1 rookies, but these only make your car 95 per cent efficient. To squeeze that extra five per cent from your Benetton or McLaren, you'll need to tweak front and rear wing settings, gear ratios, suspension, tyre compounds, even the brake balance.

You want more options? No problem. *F1'99* allows you to adjust the amount of damage cars take, how violently you spin and whether you want the realities of tyre wear and engine failures. As for the weather, you'll also be able to choose whether the elements remain constant throughout a race or realistically change as a race weekend progresses. Three-day weather forecasts allow you to plan your strategy in advance, driver AI has been designed to reflect the characteristics of the real drivers (Schumacher is a bugger to pass, Hill is too scared to overtake you), while qualifying has been boosted into a full 60-minute session.

With all 16 tracks, *F1'99* looks like a welcome return to the style and design of *F1'97*. Expect a full review next month.



PSM OPINION



It has been programmed by Studio 33, it's an accurate simulation of the 1999 Formula One season, and it captures the core atmosphere of the sport with excitable commentary by Murray Walker.



There's no Arcade mode for Ridge-loving racers. Also, the car set-ups aren't very versatile – it's a case of choosing 'low', 'medium' or 'high' settings rather than being able to tweak by degrees. And bear in mind that the cars handle like their real-life F1 counterparts – that is, like a bitch.



A huge leap forward from *F1'98*, combining the PlayStation's polygon-lodging power with the tech-head joys of a sport where \$40,000 will only buy you...oh, a new steering wheel, maybe. The real test of *F1'99*'s greatness will be starting at the back of the grid at the Monaco GP – if ever there was a challenge to a game that boasts glitch-free animation, this is it.

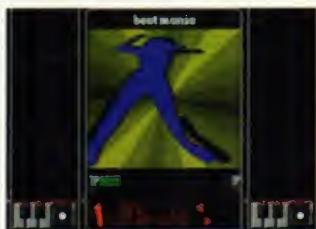
What, no pop-up? Studio 33 has taken the pile of arse that was *F1'98* and...chucked it out and started again. Bless 'em.



Preplay round-up

Not enough gaming action for you yet? Then let us mercilessly tease you with our regular peek at the other titles to hit the game-store shelves any minute now. But don't worry, we'll review them fully in future issues.

BEATMANIA



Publisher: GT | Developer: Konami | Release date: November | Origin: Japan | Style: DJ simulation | Players: Two

Nearly here! The game will come bundled with the excellent turntable peripheral and feature an entirely new selection of tunes. Rather than dodgy oriental techno, they'll be tracks from leading DJs. We've been playing with the Japanese release and the turntable controller, and it's brilliant fun. You

have five 'keys' similar to a piano keyboard and must hit them as bars come down to the bottom of the screen. Hitting the right key at the right time will produce funky noise. You can also scratch at certain times and express your creativity. It's fun and challenging, and two-player games rock. JH



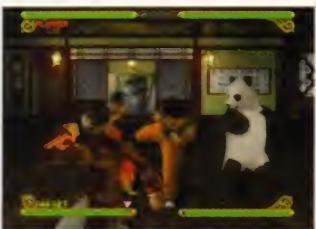
SHAO LIN

Publisher: GT | Developer: THQ | Release date: November | Origin: US | Style: Beat 'em up | Players: Eight



Soon you and seven other mates will be able to punch, kick, gouge and poleaxe each other in the comfort of your home. Shao Lin is the first eight-player PlayStation fighter, and will also have the usual one-player modes for the friend-challenged. There's a nine-strong stable of motion-captured

fighters to choose from, and you can choose your fighting style. We're not sure if 'Drunken Punch-ups' is an option, but we certainly hope so. The control system needs some tweaking, the animation is jerky, and the RPG mode is dodgy but this still could be a lot of fun with a crowd. SL



CHAMPIONSHIP MOTORCROSS

Publisher: GT | Developer: Funcom | Release date: October | Origin: UK | Style: Motorcross racing | Players: Two



Great fun from the makers of *Speed Freaks*. The 12 tracks in *Championship Motorcross With Ricky Carmichael* are fantastic, with a variety of terrain and massive jumps. Pull off tricks in mid-air and powerslide through sharp turns, spraying mud everywhere. It's hardly realistic, but it sure is fun. Game

modes include two player, time trials and championship, and the longest jumps are recorded. There's nine different dirt bikes to choose from in three classes (125cc, 250cc, and 500cc) and you can tinker in the garage. Longevity is questionable, but this game is shaping up well. JH



KILLER LOOP

Publisher: TBA | Developer: Crave | Release date: TBA | Origin: UK | Style: Futuristic racer | Players: Two



Combining the fundamental elements of *Rollcage* and *Wipeout*, this is not a highly original game. There's 12 craft, and piloting them for the first time is far from easy. Balls for wheels, the ability to strafe and manually-controlled magnets to help beat gravity are just a few of the features you'll need to

master. As you whiz around you can also grab power-ups to increase your top speed, replenish magnets or equip you with missiles. Getting used to the magnets is the game's biggest challenge. There's also split-screen, two-player racing, but with *Wipeout 3* out now, it's hard to get excited. DB



FA PREMIER LEAGUE MANAGER 2000

Publisher: EA | Developer: EA Sports | Release date: October | Origin: UK | Style: Soccer management | Players: One



Offers all the nuts and bolts you would expect plus a few you wouldn't. Take control of any club from the UK Premiership or the three nationwide divisions. Players are rated in 13 categories, team formations can be adjusted, training schedules set, players transferred and budgets

balanced. But the extras help make it stand out, like shops that enable you to boost revenue by selling flags to kids. You can adjust ticket prices and choose where opposition fans sit. And you can watch matches with all the gloss of *FIFA '99*, just like a real manager would. A strong title. DE



EHRGEIZ

Publisher: Sony | Developer: Square | Release date: November | Origin: Japan | Style: Beat 'em up | Players: Two



A unique beat 'em up. Unlike other fighting games where combat takes place on a simple horizontal basis, in *Ehrgeiz* you run where you please. Locales include moving elevators, trains, boxing rings and rooftops. You can also use objects to your strategic advantage. There are characters from

Final Fantasy, and a superb quest mode in which you collect cool weapons and armour. There are also lots of mini-games thrown in, including racing! The opponent AI is dodgy and the fighting could be better balanced, but you can put up with it because there's so much innovation. JH



THIS IS SOCCER

Publisher: Sony | Developer: Sony | Release date: October | Origin: UK | Style: Soccer sim | Players: Eight



Billed as "the definitive soccer gaming experience" and we don't feel inclined to disagree. With faithfully recreated stadiums, the best action replays ever seen and incredibly smooth motion-captured players with over 250 moves, it's a stunner. There are 230 authentic teams and heaps of tournaments, plus

extensive options for customising everything. Each player has unique attributes and actually looks like his real-life counterpart. The game effortlessly combines enjoyable and rewarding gameplay with a high level of realism. The control system is a triumph: complex yet intuitive. JC



DISNEY'S MAGICAL TETRIS

Publisher: Sony | Developer: Disney | Release date: December | Origin: US | Style: Kids puzzler | Players: Two



A new version of *Tetris* aimed at kids with added Disney magic. Play a story mode with Mickey, Minnie, Donald or Pluto, and you will bake cookies by playing *Tetris*, earn the right to cross a bridge by playing *Tetris*...you get the idea. The graphics are appealing, and kids are shown where the next piece

will fall thanks to a shadow at the bottom of the screen. Good thing too, as some of the odd-shaped pieces make it tough. There's two-player, three difficulty modes, and three game types: normal, endless and 'updown' where opponent's completed lines fill the bottom of your screen. Good fun. JH



FISHERMAN'S BAIT

Publisher: GT | Developer: Konami | Release date: October | Origin: Japan | Style: Fishing sim | Players: One



This is a simple arcade game rather than a complex simulation. As such, it offers almost no long-term appeal. Pulling in your first massive largemouth bass is great fun, but after an hour of pounding buttons you'll have sore hands and be bored. There are six fish to catch and seven different

lures, and a variety of designated fishing spots. Gameplay consists of casting and dragging the lure in. If you get a nibble and hook the fish, you have to slowly reel it in while being careful not to snap the line. You'll catch lots of fish, with extra time awarded for success. JH



BUSTER AND THE BEANSTALK

Publisher: Sony | Developer: Terraglyph | Release date: October | Origin: US | Style: Storybook platformer | Players: One



Excellent, polished Warner Bros animation is the standout in this cute cartoon adventure. Gameplay is suitably simple for the youngsters, who it's aimed squarely at. As Buster (a junior version of Daffy Duck) you follow clues to interactive areas where you uncover objects and characters

(from the television show *Tiny Toon Adventures*). At this point it becomes a 'point and click' affair while you 'trawl' the screen for anything interactive. It seems mundane, but it is challenging enough to help develop problem-solving techniques in young 'uns. Cute, glossy, kiddie fun. RY



ISS PRO EVOLUTION

Publisher: GT | Developer: Konami | Release date: October | Origin: Japan | Style: Soccer sim | Players: Four



An evolution rather than a whole new game. The first thing that strikes you is the sheer quality of the graphics and the realistic player movement. Heading, kicking and close-control manoeuvres are breathtaking and you can craft the most amazing headed goals. Four can play using the Multi

Tap: an excellent addition. No players have their real names, but you can pick out stars as they've been modelled superbly. All the usual tournaments are included, as are time, weather and speed options. And you can enhance the speed dramatically while keeping the same visual detail. SB





PlayStation.

Get your adrenalin pumping with the latest in the futuristic racing series, Wip3out. Your challenge is to outrun the stars of the Anti-Gravity Racing League, using your deft flying skills and an array of powerful weapons. The competition is staged across eight sleek new circuits, and now features a two player split-screen mode and a banging soundtrack by DJ Sasha. All up, it's the most hardcore assault on your senses yet. www.playstation.com.au





DO NOT
UNDERESTIMATE THE
POWER OF PLAYSTATION



Gaming's greatest heroine has gone back to her roots for her latest outing on the PlayStation, *Tomb Raider: The Last Revelation*. Justin Gervais tracked down Core Design's Adrian Smith for a chat about all things Lara...

Core Design, despite a history spanning ten years and over 50 titles, are best known for just one thing ~ Lara Croft. The gun-toting, Lucozade-promoting cyber-babe is the star of one of the best-selling games of all time, *Tomb Raider*. You've heard of it, right? Chances are you've bought at least one of the three installments, and seeing as each of them has been more successful than the last, PSM wouldn't mind betting that you own at least two of them. Combined sales for all three titles are now approaching a staggering 16 million units, establishing Core Design as one of the world's leading game developers, and Lara Croft as the game icon of the '90s. Forget rotund Italian heating engineers, and don't even give a thought to spiky blue roadkill - PlayStation gamers would rather be with Lara. And hell, who can blame them?

Speaking with Adrian Smith, director of development at Core Design, before actually seeing

the new *Tomb Raider*, he explains that there nearly wasn't a sequel to the first one...

When we finished *Tomb Raider*, in our naivete, and stupidity we thought, "Thank God for that! That's it, we're never going to do another one..."

Official PlayStation Magazine: What changed your minds, apart from the success of the original?

People were just desperate for a *Tomb Raider* game that had more levels. I'd never call [*Tomb Raider 2*] a mission disc, because it wasn't ~ we put a lot of effort into it and changed a lot. It went down really well.

PSM: "Really well" being something of an understatement. After its release in November 1997, *Tomb Raider 2* became the fastest-selling videogame of all time, and to date has shifted well over four million copies. Not surprisingly, *Tomb Raider 3* was announced shortly after.

Tomb Raider 3 was an interesting project for us. We'd

released *Tomb Raider 2*, which everybody expected, but we always thought that the third installment would be the hardest to market as an original game. There was a whole new team for *Tomb Raider 3*, who brought along some great ideas and fresh challenges. We also pushed the gameplay in a slightly different direction. We felt that people wanted increased longevity and more exploring, that sort of stuff, which is what we gave them.

PSM: Some people found the exploratory nature of the levels in *Tomb Raider 3* made the game a little frustrating. What sort of response did you get from fans?

I don't think it was negative, but I think it probably went against the hardcore *Tomb Raider* fans. It wasn't exactly what they wanted. Some people were happy and some weren't, and that sort of response is incredibly difficult for us. I do think we made *Tomb Raider 3* a little bit too hard, and we made it too big, which is a strange





Cop a load of that arsenal—
Lara is back, better than ever
in *Tomb Raider's* fourth
installment. You can never
get too much of a good thing.



thing to say. The levels themselves were vast. They largely involved wandering here, picking something up, wandering around for 20 more minutes, getting all the way back, picking something else up... people lost the plot, they lost the direction, they lost everything.

It's very strange because 12 months before its release, people were saying that they wanted the opportunity to really explore each level. We gave them that opportunity and it turned out that wasn't what they wanted.

PSM: So, what's the plan for *Tomb Raider: The Last Revelation*?

We sat down again to talk about it and decided on a clean slate, because technically we wanted *TLR* to be very different. We focused on exploration in *Tomb Raider*, adventure in *Tomb Raider 2*, and a combination of the two in *Tomb Raider 3*. We almost knew in our own minds what to do with *TLR*. There are a number of key objectives for us. First and foremost, believe it or not, is getting new users on board. The *Tomb Raider* series has been phenomenally successful, as you know, but we're very keen to appeal to people who've never played it before. We're fairly convinced that we've got the support of die-hard *Tomb Raider* nutters, but we'd like to get new people who haven't really sampled *Tomb Raider*. That's difficult with the fourth installment.

"People were deriving their frenzied fits from trying to replace each level, rather than creating new ones, rather than improving."

because there's a perception that you've got to play 1, 2 and 3 before it.

PSM: How will you address that?

Tomb Raider 3 was too hard. *TLR* has got to be easier but also give the existing *Tomb Raider* fans a challenge. We're changing the whole game so that from the moment people put the CD in, they'll see nothing that they expect—the old passport and inventory rings are all gone. You'll see nothing familiar. In actual fact, the first part of the game won't even involve Lara. Well, it's Lara, but Lara as a young girl. We decided to be a bit retro, be a bit LucasArts if you like. It was an idea we had because we wanted to reintroduce Lara so that new gamers could see what all the fuss is about. Lara will be working with another character, Von Croy, who's her mentor. He's the person who trained her. She



1 The Egyptian locations should ensure loads of atmosphere.

2-4 *The Last Revelation* as the designers see it. This is where the *Tomb Raider* magic happens.

learns all her skills from him, and he remains present throughout the game to offer advice and guidance.

PSM: Presumably the gameplay will remain largely unchanged, though. What can we expect? A couple of new moves? A new wardrobe?

Tomb Raider: The Last Revelation is an adventure in the true sense of the word. It's one game from beginning to end. It's set in one geographical place, which we've never done before. This means we can drive the story throughout the game and present you with Lara's adventure, *The Last Revelation*. That's dramatically different to anything that we've done before.

The story has become an integral part of the adventure, and is told gradually as the game unfolds. We've used cutscenes, FMV and interaction with other

characters to slowly reveal the plot. How you interact with other characters is hugely influential on how you play.

PSM: The geographical location in question is Egypt – a return to *Tomb Raider*'s roots, if you like. Fans of the original will recall many of the more spectacular levels in the original involved going up against mummies and the like on their home turf.

It's set in Egypt, which is probably the most apt location for *Tomb Raider*. It's Lara—she raids tombs, so where better than Egypt?

It's a great location that's shrouded in mystery. It gives us the chance to incorporate a lot of strange things and

To say that the minds and offices of those involved with *Tomb Raider* are full of Lara is something of an understatement. Wherever you are in the Eidos offices, the vigilant Ms Croft is watching you...





1 The dynamic new lighting system has allowed the level designers to accurately recreate an ancient Egyptian disco.

2 Reminiscent of the *Metal Gear* gas mask.

3 Formidable and great-looking foes.

get away with it. We can even base the action around something factual.

PSM: Alright, so the locations are different, but what about the actual mechanics of the game – has the engine been changed much?

The game mechanics have altered quite a bit. Everything people are familiar with – the push/pulls, the levers, the keys – have all been ripped out. The

if, for instance, you've got to shoot some hanging pots on the ceiling and you've got explosive shells in your inventory, you'll be able to destroy them without having to be too accurate. If you haven't got any, you'll just have to stand there pumping your shotgun until you get lucky. This makes the decisions you have to make about which weapon to use extremely tactical. The crossbow, for

with the shotgun and have a shotgun that can find its target in the dark. *TLR* is a whole new game – it's difficult to quantify but technically it's very, very different. Ninety per cent of its engine is new. It's still *Tomb Raider*, but everything has been redone.

Now drooling at the prospect, PSM is taken to meet the *TLR* team and get

"First there's *Tomb Raider* 3. Then comes *Tomb Raider 4*. It's a great leap forward that's shrouded in mystery. If you're the kind of gamer who appreciates a bit of circumlocution, then..."

game's also being fronted by a new inventory system. You don't just collect items and add them to the menu. There's a proper system which enables you to use and examine each item, and even combine them in several different ways. That's a massive change, which enables us to create a new range of puzzles.

The inventory items aren't always vital for progressing through the game, but they generally make your life a lot easier.

example, is a first-person targetable weapon, best used for shooting specific things. If you decide to shoot everybody with it, you're going to make your life harder but nobody's going to stop you.

The inventory system also enables us to incorporate a lot more interaction with the environment and a lot more lateral thinking. If you've got a torch and some batteries, you can use the torch. Then you realise you can combine the torch

a first glimpse of the eagerly-awaited *Tomb Raider 4*. It's incredible. The graphical improvements are instantly noticeable – the new lighting system has enabled the level designers to realise their visions in a way they never could in previous incarnations. Solid-looking, organically-shaped objects are scattered around the levels, making them look far more realistic. The all-important Lara is also better looking than ever, and not

that Lara can. Blissfully unaware of this fact, PSM's initial reaction was to move to a position that seemed to be out of his reach – jumping several gaps and traversing some overhead bars in the process. For a moment it looked like he was beaten. He stood on the other side of the room taking random pot shots. Then, in a quite ungentlemanly fashion, he started to negotiate his way across the gaps (taking a similar route to the one Lara had) and wasted no time in drawing his sword once he was in a position to attack. Not all of the characters are this intelligent (or aggressive), but being pursued by such enemies is reminiscent of *Westworld* or *Terminator 2*. You can't reason with them and they seem virtually invincible...

What makes this more impressive still is the fact that the number of moves available to Lara in *TLR* currently stands at around 40 – twice as many as in *Tomb*

1 Lara repositions the planets in the galaxy in this tricky puzzle. 2 Expect more smashing cut-scenes starring everyone's favourite adventurer – who else? 3 Locations are reminiscent of the original *Tomb Raider*.





- 1 A little shrubbery would be nice.
2 Some of the locations are vast.
3 "Lara, you'll never be a successful supermodel unless you look like me."

Tomb Raider 3. Many of these are incidental, such as being able to open and kick down doors, but many of them add new dimensions to the gameplay. Being able to climb and swing on ropes seems to be the feature that the developers are most excited about, but even more subtle improvements, such as being able to manoeuvre around corners when hanging from ledges, lend a great deal to the overall feel.

Add to this a couple of new vehicles, first-person views

when using binoculars or the crossbow, an innovative diary/filofax feature with a brief history of each character that records any clues you come across, and a great plot that we're – sadly – not allowed to say too much about, and it's hard to imagine *Tomb Raider: The Last Revelation* being anything but Lara's most successful incarnation to date. PlayStation 2 waits in the wings, but, until then, here's proof the old ideas can still be the best. Back to the future? Welcome to *The Last Revelation...*



Fighting Force 2

Also coming from Core Design soon is *Fighting Force 2*. Thankfully, the sequel has about as much in common with its predecessor as it does with *Metal Gear Solid* – i.e. a little.

Fighting Force was, to all intents and purposes, a modern-day version of *Double Dragon*. A two-player scrolling beat 'em up with an extremely limited number of moves, a few weapons and waves of enemies that never failed to outnumber you by at least two to one. *Fighting Force 2*, on the other hand, features none of the above, except for the weapons – although it delivers these more proficiently and in greater numbers. The game is single-player only, and there are no choices to be made regarding your character – you play Hawk Manson, barely recognisable from his appearance in the original. He's a SI-COP now with loads of new moves, and is on a mission to expose the evil Nackamichi Corp who are conducting covert experiments in human cloning.

With cloning still in its infancy there are bound to be mistakes, and there are plenty of resultant mutants roaming the levels for you to engage in combat with. Don't expect bare knuckles and sneakers to play a big part in the game, though. You're armed to the teeth, and more often than not you'll be able to take out your foes from a distance. Or maybe you don't feel like fighting – well, then this probably isn't the game for you, but there are elements of exploration and stealth (read *MGS*) to be found in the game, and certain missions will require something more sophisticated than a rocket launcher and a gung-ho attitude.

As with *Tomb Raider: TLR*, Core have put a lot of work into the AI routines of the numerous baddies. All will react differently to your presence, with factors such as whether you're shooting and whether the enemy outnumbers you being taken into account. If they live long enough, your adversaries may even decide to flee and raise the alarm rather than risk confronting you directly.

Overall, with ingredients borrowed from the likes of the *Tomb Raider* series and *Metal Gear Solid*, *Fighting Force 2* is surely a recipe for something rather special. What do they put in the food up there at Core?



- 1 How do you know this is the *Fighting Force* team? Simple, there's no Lara merchandise.

- 2-3 The game is barely recognisable as the sequel to *Fighting Force*.



PLAYTEST

Rad! Gnarly! Sick! Valid! The *PSM* team has gone mad over *Tony Hawk's Skateboarding*. But the game of the month is *Dino Crisis*, the most terrifying adventure since *Resident Evil 2* wet pants all around the world. Other big games this month include the *Special Missions* add-on for *Metal Gear Solid* and road-rage racer *Carmageddon*.

PSM ratings

- | | |
|-----------|---|
| 10 | For games that are just perfect. A must-buy. |
| 9 | Highly recommended, this is a great game to play. |
| 8 | Very good. Well worth considering as a title. |
| 7 | Not bad, but minor flaws mean we have doubts. |
| 6 | Pretty average. Not really worth purchasing. |
| 5 | The wrong side of average. We'd avoid it. |
| 4 | Looking pretty dodgy. Major problems here. |
| 3 | Very poor. Something has gone badly wrong. |
| 2 | Rubbish. An inept, short-lived game. Just crap. |
| 1 | Take CD from sleeve and use as coffee coaster. |

REVIEWED

New games

<i>Carmageddon</i>	72
<i>Destrega</i>	79
<i>Dino Crisis</i>	66
<i>Gungage</i>	82
<i>Kingsley's Adventure</i>	78
<i>Metal Gear Solid: Special Missions</i>	70
<i>Monsterseed</i>	83
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81

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PHOTOGRAPHY BY CATH MUSCAT





Dino Crisis

GAME OF THE MONTH!

Be afraid. The beasts from the land that time forgot are back...and they're not happy. The survival horror genre has received a facelift of Jurassic proportions.

Publisher: Ozisoft

Developer: Capcom

Release date: October

Origin: Japan

Style: Action adventure

Price: \$89.95

Early on in *Dino Crisis*, your character, Regina, is happily wandering through an office, trying to pinch anything she can get her hands on, when a giant T-Rex smashes through the window and bowls her over with the force of his roar. You will yell. And you just might need new underwear.

Dino Crisis is the latest masterpiece from Capcom and *Resident Evil* creator Shinji Mikami. It's easy to be critical of the game as simply *Resident Evil* with dinosaurs, because that's exactly what it is. Fortunately, the *Resident Evil* twins are two of the PlayStation's best games, combining pant-wetting terror, heart-racing excitement and mind-bending puzzles. *Dino Crisis* repeats the formula almost perfectly and has loads of atmosphere. It's fabulous.

The game takes place on Ibis Island in the not-too-distant future. Scientific genius Professor Kirk has set up a secret laboratory after his country cut off his funding for his controversial 'Clean Energy' project. You control femme fatale Regina, a member of a team of government special forces agents with orders to capture Kirk and seize his research. But after arriving at Ibis, the team quickly discovers Kirk is not the only strange inhabitant on the island.

Anyone who has played the *Resident Evil* games will be instantly at home as the controls and gameplay are almost identical. Guide Regina around the island, find keys, security passes and codes

to unlock doors, solve puzzles and get clues to unravel the secret behind the reappearance of those huge reptiles and Dr Kirk's work.

But the puzzles actually work better in *Dino Crisis* than in the *Resident Evil* games, fitting more naturally into the story and environment. To get the base operational and start unraveling the island's mystery, you'll use computers, move containers with cranes, restore power supplies and even try your hand at plumbing.

Naturally, it's not all brain-busting problems – you'll have to keep the dinosaurs at bay. Some of the island's larger occupants certainly take some killing and you'll have to fight smart if you're going to better them. Raptors, for example, will team up and encircle you. If you're slow they'll grab you in their mouths and shake you violently, sometimes even disarming you (that is, leaving you weaponless, not armless). If you're wounded, the dinosaurs will hunt you down, and if you don't have enough weaponry you'll be lunch. Some of the carnivorous beasts are very fast, attacking with surprising speed. But you don't have to kill all your predators – sometimes conserving your ammo by simply running away or trapping, gassing or tranquilizing them is the best option. But don't try just shutting a door, they will burst through it!

As usual, ammo is scarce and the dull click of the trigger of an empty gun as a dinosaur runs at you is panic-inducing. Fortunately, Regina sports a couple of handy new moves not found in the

TIME CRISIS



Regina runs like hell from the clutches of a ferocious raptor, before giving him a taste of her handgun. This sequence is in the opening minutes of *Dino Crisis*, setting the tone beautifully for the rest of the game. You'll be on the edge of your seat.



THE DINOSAUR HUNTERS



Regina: The star of the show. Strong and spunky. You'll spend hours watching her behind.



Gail: Team leader and all-round tough nut. But does he have something to hide?



Rick: Computer expert with a big mouth and a penchant for fighting with Gail. Irritating.



Professor Kirk: The young scientist who must be tracked down. What's his secret?

► *Resident Evil* games. She can spin 180-degrees by pushing the R2 button, which is very handy for making a quick exit. And she can have the gun drawn and pointed while she's walking – a huge improvement.

Weapons include a handgun, shotgun and grenade launcher, and they fire a range of ammunition collected from around the complex. As you fire your weapon, ammo flies everywhere. It looks great. You can also make tranquilizer darts and fire them with your shotgun. Your homemade darts will take out even most of the

and drugs to find, and they are randomly placed around the environments.

Dino Crisis is very tense and there are some wonderful set pieces, like the T-Rex incident, that provide some exciting thrills. Limping through a corridor with no ammo, leaving a trail of blood for the dinosaurs to pick up is scary stuff indeed.

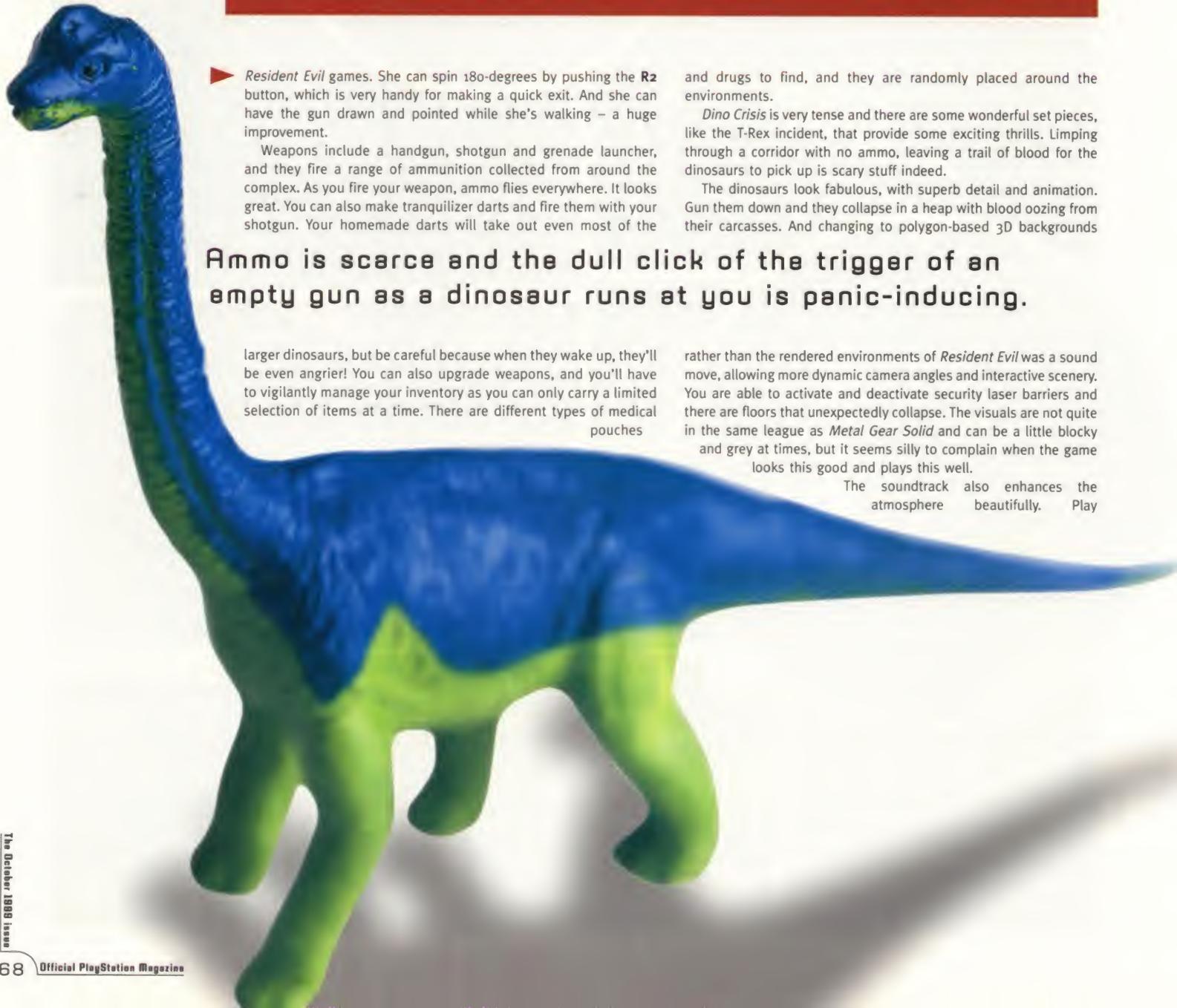
The dinosaurs look fabulous, with superb detail and animation. Gun them down and they collapse in a heap with blood oozing from their carcasses. And changing to polygon-based 3D backgrounds

Ammo is scarce and the dull click of the trigger of an empty gun as a dinosaur runs at you is panic-inducing.

larger dinosaurs, but be careful because when they wake up, they'll be even angrier! You can also upgrade weapons, and you'll have to vigilantly manage your inventory as you can only carry a limited selection of items at a time. There are different types of medical pouches

rather than the rendered environments of *Resident Evil* was a sound move, allowing more dynamic camera angles and interactive scenery. You are able to activate and deactivate security laser barriers and there are floors that unexpectedly collapse. The visuals are not quite in the same league as *Metal Gear Solid* and can be a little blocky and grey at times, but it seems silly to complain when the game looks this good and plays this well.

The soundtrack also enhances the atmosphere beautifully. Play



in the dark with the volume turned up for best effect. When the unnerving music starts, indicating a predator could be nearby, *Dino Crisis* provides guaranteed chills and thrills.

The plot offers plenty of twists. At some stages it branches out, with the player having to choose which character to follow and the story changing accordingly. And there's a whole twist towards the end of the game that is a very welcome surprise.

Grumbles? Yeah, sorry, there are a few. The worst is the camera angles sometimes make it tough to locate a foe, and you can't afford to fire off rounds blindly. The slow loading times between levels that plagued the *Resident Evil* games are also back. We've always suspected it's more a limitation of the PlayStation than a fault of the developers, but it is still annoying having to watch those door-opening sequences. Fortunately, Regina appears and



When the unnerving music starts, indicating a predator could be nearby, *Dino Crisis* provides guaranteed chills and thrills.

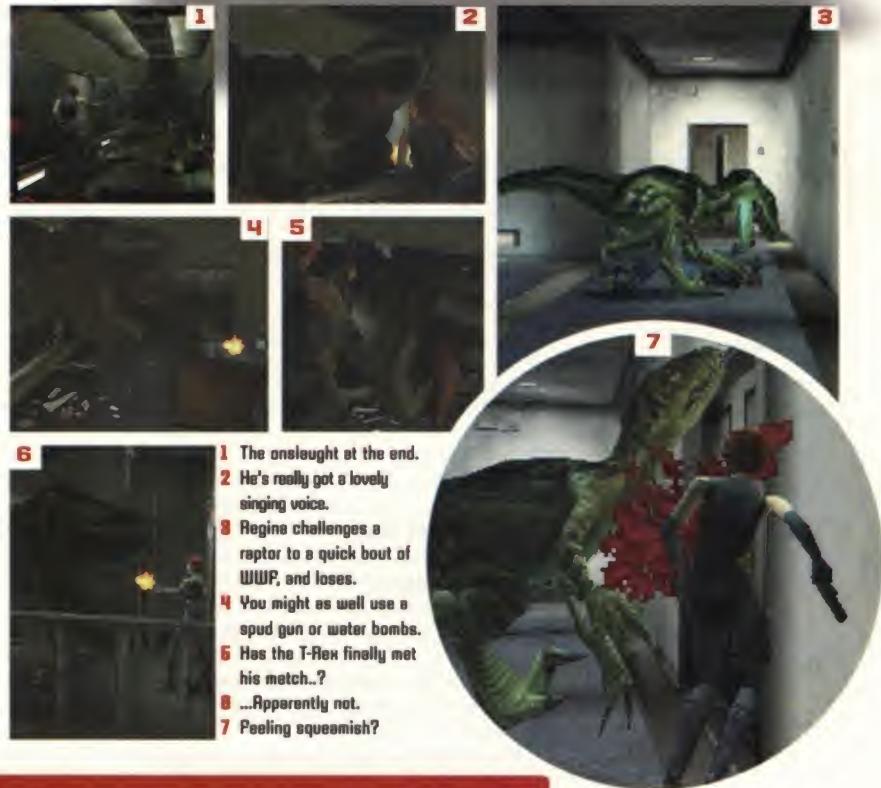
looks the same in the cut scenes: if she is limping and bleeding, she'll look that way when opening a door, too.

Because of the 3D environments, it is also now harder to pick out objects that you need to collect. This means you can often miss vital clues, and get stuck because you've missed an important object. We think Capcom could learn a thing or two from LucasArts, who gave the lead character in the PC adventure *Grim Fandango* the ability to move his head around and automatically look at objects of interest. If Regina looked at important objects as you guided her around the room, it would remove some frustration while still keeping the same sense of exploration.

We must also mention that there's a few times in the game where you die unexpectedly. It might help assist the seat-of-your-pants tension, but it can be frustrating – whether you die or not is a little too random for our liking and you can only save your game in designated rooms. That said, the number of continues you use and the number of times you save affects your final rating, so there's plenty of potential for repeat play and learning from your mistakes. There are also multiple endings and secrets, like different costumes, to reward skilled players.

Dino Crisis is another ripper from Capcom. It offers bags of atmosphere, top visuals and a great mix of action and head-scratching puzzles. The dinosaurs are tough to kill, and players need to combine quick thinking with strategy. The game has a much quicker tempo than the *Resident Evil* twins due to the fast-moving dinosaurs and moving cameras, and is heaps of fun. The game is one of the year's finest, and just begs to be played.

Jason Hill



- 1 The onslaught at the end.
- 2 He's really got a lovely singing voice.
- 3 Regina challenges a raptor to a quick bout of WWF, and loses.
- 4 You might as well use a spud gun or water bombs.
- 5 Has the T-Rex finally met his match...?
- 6 ...Apparently not.
- 7 Feeling squeamish?

JURASSIC LARK



Your opponents include cunning velociraptors, the mighty Tyrannosaurus rex, pterodactyls who swoop down on you from the skies and tiny procompsognathus – scavengers who give you a nasty nip on the bum. Happy hunting. You'll have fun!

ALTERNATIVELY

<i>Resident Evil 2</i>	10/10 PSM 26
<i>Resident Evil</i>	8/10 PSM 15
<i>Silent Hill</i>	8/10 PSM 24

GRAPHICS
GAMEPLAY
LIFESPAN

9 Incredible dinosaur animation and superb 3D environments.
9 Great mix of heart-racing action and mind-bending puzzles.
8 Reasonably long, with multiple routes, endings and rewards.

Shockingly good. A thrilling action-adventure with a great mix of tension, action and surprises. Will more than satisfy fans waiting for *Resident Evil 3*.

VERDICT
9



Metal Gear Solid Special Missions

Remember that empty feeling when you finally finished *Metal Gear Solid*? Well, now you can relive those magical *MGS* moments with an innovative new mission disc.

Publisher: **GT Interactive**

Developer: **Honami**

Release date: **October**

Origin: **Japan**

Style: **3D action adventure**

Price: **\$49.95**

Metal Gear Solid is without doubt one of the greatest videogames ever made. It has it all – an engagingly complex story, tight control, great graphics, outrageous weaponry, variety in gameplay, tough hero, sexy love interest, tense atmosphere, excellent sound, fantastic cut-scenes...and it goes on. The only flaw in the game is that it ends.

The title of this highly anticipated add-on disc has had more changes in wording than our constitution's preamble. It was originally called *Metal Gear Solid Integral*, before turning into *Metal Gear Solid: VR Missions* and finally ending up as *Metal Gear Solid: Special Missions*. In Japan it's included as an add-on disc with *Integral*, which is an enhanced version (actually, the same as our PAL version) of the original Japanese game, not a new title. But what's in a name, anyway? All that matters is that there are now over 300 *Metal Gear Solid* mini-missions that are certain to challenge, amuse, entertain, puzzle and frustrate all fans of the original game.

It's certainly not a whole new game, though, and will not attract any new players to the shadowy world of Solid Snake. The fact that this is an add-on disc means you need a copy of *Metal Gear* to run it. Buy one today! Some players will also no doubt be disappointed about the lack of any real storyline (one of the greatest strengths of *MGS*), but you can't complain about lack of variety in the gameplay. The range of modes is not immediately apparent, though, and you'll have to earn the special missions by completing the basic levels first.

The missions are split up into four main groups (Stealth, Weapons, Advanced and Special), then within each of these groups there are sub-levels and different modes (such as racing the clock for a new record). While the first levels in each section are invariably a breeze to complete, the difficulty quickly ramps up and there'll probably be a lot of hair-pulling and experimentation before success. It doesn't matter how good you think you are – on some stages you're guaranteed to be stuck for a while! It will certainly sort out the Solid Snakes from the little boys and girls!

You get an excellent workout on all the weapons, including claymore mines, which most people would not have used much in *MGS*. Ammunition is usually not an issue (it is on some levels, where accuracy is crucial and shots must be spared) so you're free to blast away to your heart's content. Unfortunately, your targets are usually wireframe floating shapes rather than impressively animated enemies, but firing the Stinger or Nikita (personal favourites) will give you the same buzz as old.

After you've battled and blasted your way through the early stages you get to the really interesting stuff, including the puzzle mode (where you must figure out the best way to complete a particular task) playing as Ninja (yes, you get to slice and dice and become invisible) and the murder-mystery section. Controlling the Ninja character is an excellent innovation and he really does play differently to Snake.

The murder-mystery section is actually a great deal of fun, as you'll have to examine clues, pick out the murderer and then grab them. The task is made fairly tough as all the suspects are dressed the same – don't choke the wrong person!

The missions do get better and better as the game goes on and we're not going to spoil all the secrets here, but *PSM*'s advice is to not give up, even if you're highly frustrated on a particular level. Choose another level that's available, come back to the problem area later and the solution will be staring you in the face (or you'll just get the timing right). Success, both in terms of time and performance, unlocks other levels and sections.

A cynical person might view *MGS: Special Missions* as more of a shameless cash-in than an essential game to own, but it certainly is fun in its own right and the low price makes it a decent deal (although another \$10 cheaper would have been nice). It's well-designed, challenging, individual (there's certainly nothing else like it out there), and full of that inimitable *Metal Gear Solid* style that is so incredibly cool. If you couldn't get enough of *Metal Gear Solid*, you probably won't be able to get enough of the *Special Missions* either.

Stuart Clarke

ALTERNATIVELY

Metal Gear Solid	10/10 PSM 20
Resident Evil 2	10/10 PSM 26
Syphon Filter	8/10 PSM 24

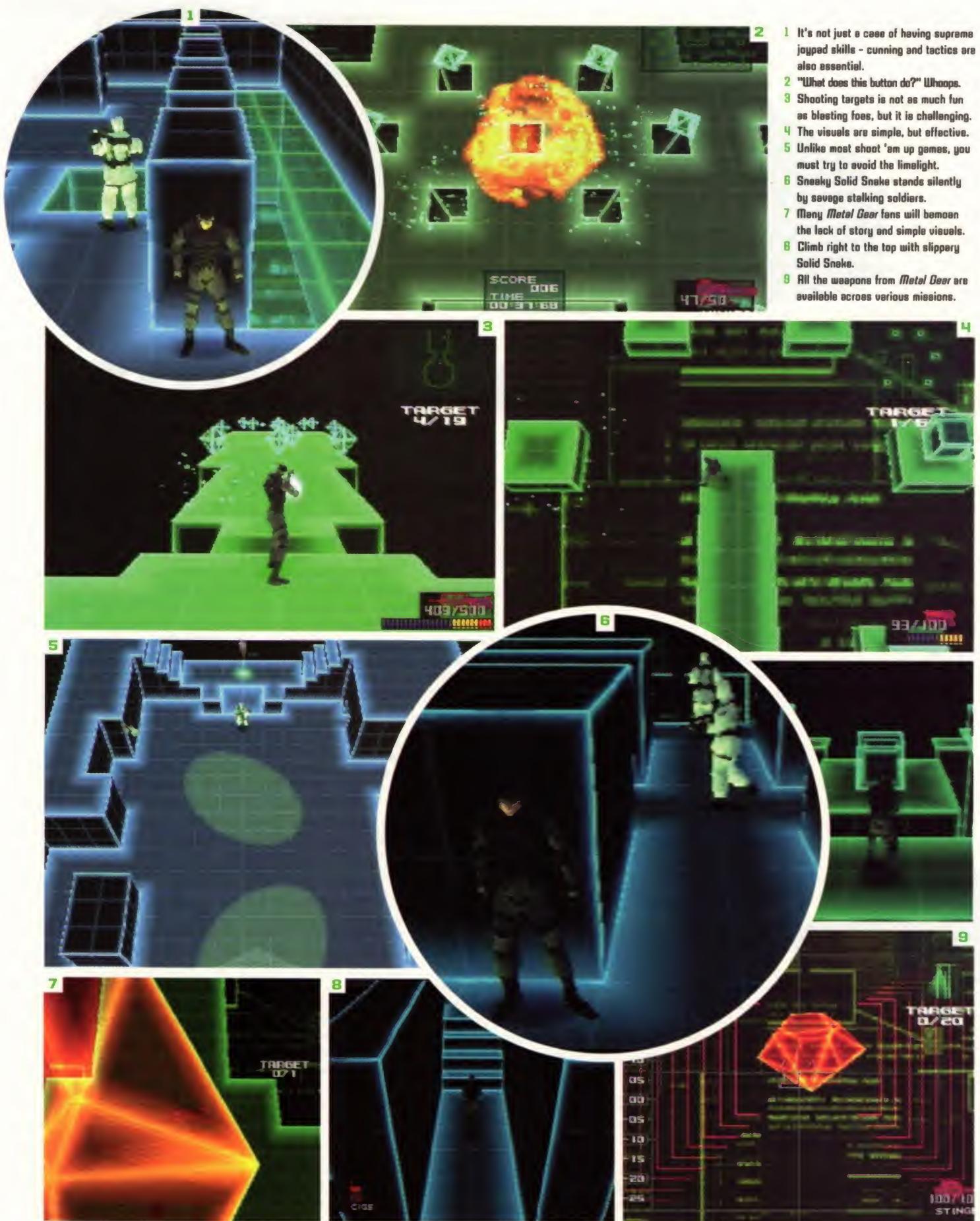
VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

- 7 Very simple, yet effective. Lots of style.
- 7 It starts off easy, but some later levels are fiendishly tough.
- 6 You may return occasionally to better your records on levels.

Metal Gear Solid devotees will love it, but it doesn't quite have the magic of the real game. The cheaper price eases the pain, though.





Carmageddon

Hands up if you've ever sat impatiently at a set of green traffic lights, wishing you could drive straight through the bunch of people that chose to ignore the 'Don't Walk' sign. Time to create car-nage.

Publisher: Ozisoft

Developer: SCI

Release date: Out now

Origin: UK

Style: Hiller driving game

Price: \$89.95

After those hat-wearing, Volvo-driving censors gave the game's developers a handful of grey hairs over *Carmageddon*'s bloody graphics and anti-social concept, it became a multi award-winning driving game. Helped along, at least in part, by the added attention it received due to the controversial nature of its gameplay.

You play the psycho-looking bald-headed guy on the front cover. Twenty-seven years from now in a world that has been polluted by lethal toxins, the global government has established 'death races' in which drivers compete for the ultimate prize: a new life on the fun-filled, sun-filled paradise of the off-world colonies.

Carmageddon on PlayStation combines features from the two PC games with some new elements. There's over 30 huge circuits, and the same number of other motor-bound maniacs eager to see you and your vehicle off the road the minute the race caller cries "GO!" But it is there that the similarities with normal racing games stop, as your goal turns to that of survival and slaughter! Crossing the finish line first usually means only one thing – you haven't been causing nearly enough death and destruction.

There are no rules to speak of, only that you need to finish each mission before moving on to the next stage. While each race involves a set number of laps and timed checkpoints to pass, you soon discover that neither of these appear to be very high on your opponents' priority lists at all. They have just one thing in mind, and that's having you and your car reduced in shape and size to a shoebox! But show no fear, do a bit of car body re-shaping of your own, take out everything on four wheels in your way, and relish the opportunity to mow down as many bystanders and zombies as you can. Being as destructive as possible earns you greater rewards than following the predefined circuits. Destroying opponents, doing fancy stunts and running over pedestrians and other creatures all garner extra cash. In what other game can drivers earn \$1,500 by pulling a 360 off a ramp into a cow? Spend your kitty on vehicle upgrades, such as engines, armour and all-important defenses.

Options include both single-player and head-to-head mode for two players. Single mode offers groups of five races, plus an end

mission which must be completed before advancing to the next group. Winning each of the stages involves either crossing the finishing line first (lame way out), totalling every other vehicle in the current race (now you're talking), or putting on the windscreen wipers and plowing through the entire population of pedestrians (a tough ask since there are literally hundreds in each race).

There's a lot packed into *Carmageddon*. Split-screen mode offers two-player access to all the same tracks, in games such as Car Crusher (kill five cars), Fox 'n' Hounds (kiss chasey), and Checkpoint Stampede (chase all checkpoints in any order). The tracks all have a lot of jumps, loops and hills and, if lucky, the inevitable flips and spins can result in a 'style bonus'. Power-ups range from the typical (full repairs, extra time and turbo) to the bizarre (a jelly suspension, zombie glue or the 'electro-bastard ray').

In any good racer you'd expect the car handling to be one of the strongest features but, unfortunately, *Carmageddon* is in need of a tune-up. Even with the steering sensitivity cranked to 11, the cars handle like a greased brick in a buttered frying pan. It seems the developers were more interested in adding extra features than paying attention to the handling, which is disappointing.

Graphically, the levels look good with different themes such as an urban city, a fairground, an F1 track and a snowfield. Most are well designed and full of concealed areas and destructible landscapes. Then, of course, there's the almost endless scattering of innocent bystanders all ready to self-combust on impact with your bumper bar. The designers have had a lot fun with the characters, featuring bikini-clad babes, soldiers, office drones and yes, even cows. Vehicles clearly show the results of gradual damage, with parts flying off, smoking engines and dented panels.

Carmageddon offers a great two-player mode and a bootload of cars and tracks to run riot on. There's loads packed into the game but, with the dodgy handling and gimmicky gameplay, the long-term appeal is suspect. Whether it's all enough to see this car killer make its way into the headlines all over again is anyone's guess, but one things for sure – it definitely beats sitting stuck in Friday night peak-hour traffic.

Mike Wilcox



ALTERNATIVELY

Vigilante 8 9/10 PSM 12

Twisted Metal 2 9/10 PSM 3

Destruction Derby 2

8/10 PSM 2



VERDICT

7

GRAPHICS

GAMEPLAY

LIFESPAN

7 Blood and body parts gore-lore.

7 Plenty of levels and cars for your road-raging pleasure.

6 If the massacre becomes mundane, prepare to pack it away.

What are all the censors on about? It's only a game, and not a bad one at that. Friday night peak-hour traffic is far more horrific.





Tony Hawk's Skateboarding



Just when you thought skateboarding couldn't possibly translate to game format, a new sim stacks the cynics. Believe the hype.

Publisher: Activision

Developer: Neversoft

Release date: Out now

Origin: US

Style: Skateboarding sim

Price: \$88.85

Landing face-first on concrete, getting wiped out by speeding cabs and losing half of your blood supply to the pavement has never been so much fun. Yep, *Tony Hawk's Skateboarding* is wicked! Even slapping the concrete and covering yourself with grazes is a thrill.

Skateboarding finally has a realistic and classy simulation. All aspects of this popular and often brutal sport are present, with the world's greatest skaters in fully interactive, massive environments on real-life, pro-model skateboards. As Californian skater dudes would boast, this game is 'sick' (as in gnarly/great, not as in medical/bad). Plenty of options, skaters, tasks, competitions, tricks and levels will have you rolling around with a huge grin on your face and a beat-skipping heart. The game's main strengths are the brilliant level designs and the accuracy of the control and trick-combo systems.

Levels in the game are not only big, they're also filled with

The courses allow you to do things you once only dreamed about - zipping around a school, through a mall, 'bombing' the hills of San Francisco, hairing around a warehouse or a purpose-built indoor skatepark. There's also the famous Burnside course, the supposed UFO crash-landing site of Roswell and the 'downhill jam' which is set near a dam wall. Tony Hawk had input into the course designs, so any hardcore skater can look forward to flowing courses with plenty of opportunities to bust burly tricks. There's rails, stairs, funboxes, quarter-pipes, half-pipes, walls, gutters, cars, trucks, jump ramps, pools and more.

Career mode allows you to compete against the other pros and complete tasks in order to build up your trophy room and unlock more parts of the game. Standard competitions, consisting of three heats, allow the judges to scrutinise you and your style (or lack thereof). Points are awarded according to trick difficulty, variety and how much of the course is covered.

"The courses allow you to do things you once only dreamed about - zipping through a mall, 'bombing' the hills of San Francisco..."

plenty of stuff to bump 'n' grind. Every object you can detect is there for the taking. See a picnic table? Grind it. A garbage bin? Trash it. Glass? Shatter it. A lump in the kerb? Launch yourself off it. Exploring the huge levels themselves is just as much fun as landing a 6,000-point trick or successfully completing another mission. It's phat, dope, ill, gonzo, fly-ass, monkey-butt, valid and fresh all in one kick-ass package.

You get 80 skateboards and ten big-name pros. Other than Mr Hawk, you can choose from Kareem Campbell, Rune Glifberg, Jamie Thomas, Bucky Lasek, Andy Reynolds, Geoff Rowley, Chad Muska and one of the world's most renowned girl skaters, Elissa Steamer. Not only a fantastic skater, Elissa's quite a Betty (sk8 lingo for cute gal) too! Each rider has their own strengths and weaknesses based on ollie power, speed, air-time and balance. Each skater has their own style. Motion-capture technology was used (including the stacks) so expect a realistic simulation in the trick department. The tricks are hyper-real, in that they are possible although exaggerated, so you can experience your jaw dislocating.

Each skater has eight boards to choose from, most of which must be learnt, while each level has five tasks to complete, some easy and some bloody hard. For example, you may have to grind along five picnic tables, or find the letters S-K-A-T-E.

To unlock more equipment, you're required to accumulate a certain number of points, find a hidden item or complete a task (for example, knock over five "No Skateboarding" signs in the Downtown level) and you'll earn a videotape. The more tapes, the more boards you're able to ride. Once all tapes have been collected, all levels are opened for unlimited skate sessions.

Tony Hawk's Skateboarding isn't too difficult, so non-skaters will still have a ball. Basic tricks are easy to perform. Don't expect to score 30,000 points in 90 seconds on your second go, but if you're on a run long enough, the 'special' trick meter kicks in and your skater glows. Rest assured you don't need to know a word of skate jargon to play.

Two-player is fab. Go head-to-head with a mate and try to outscore the biggest in the allocated time. Not only is it a matter of landing the best tricks, you must avoid being toppled over.

The only other boarding game that comes close is *Cool Boarders*. But *Tony Hawk's Skateboarding* has more variety, better graphics and better gameplay. For all the gamers that can't or never will be able to ride a skateboard, this is by far your best chance yet. Rock some flippity tricks and you'll be as cool as the next guy. In a nutshell, it rocks, man. No, really. It does...

Richie Young

ALTERNATIVELY

Street Skater 8/10 PSM 22

Cool Boarders 3

8/10 PSM 17

X Games Pro Boarder

8/10 PSM 19

VERDICT

9

GRAPHICS

GAMEPLAY

LIFESPAN

9 The closest thing to actual skateboarding.

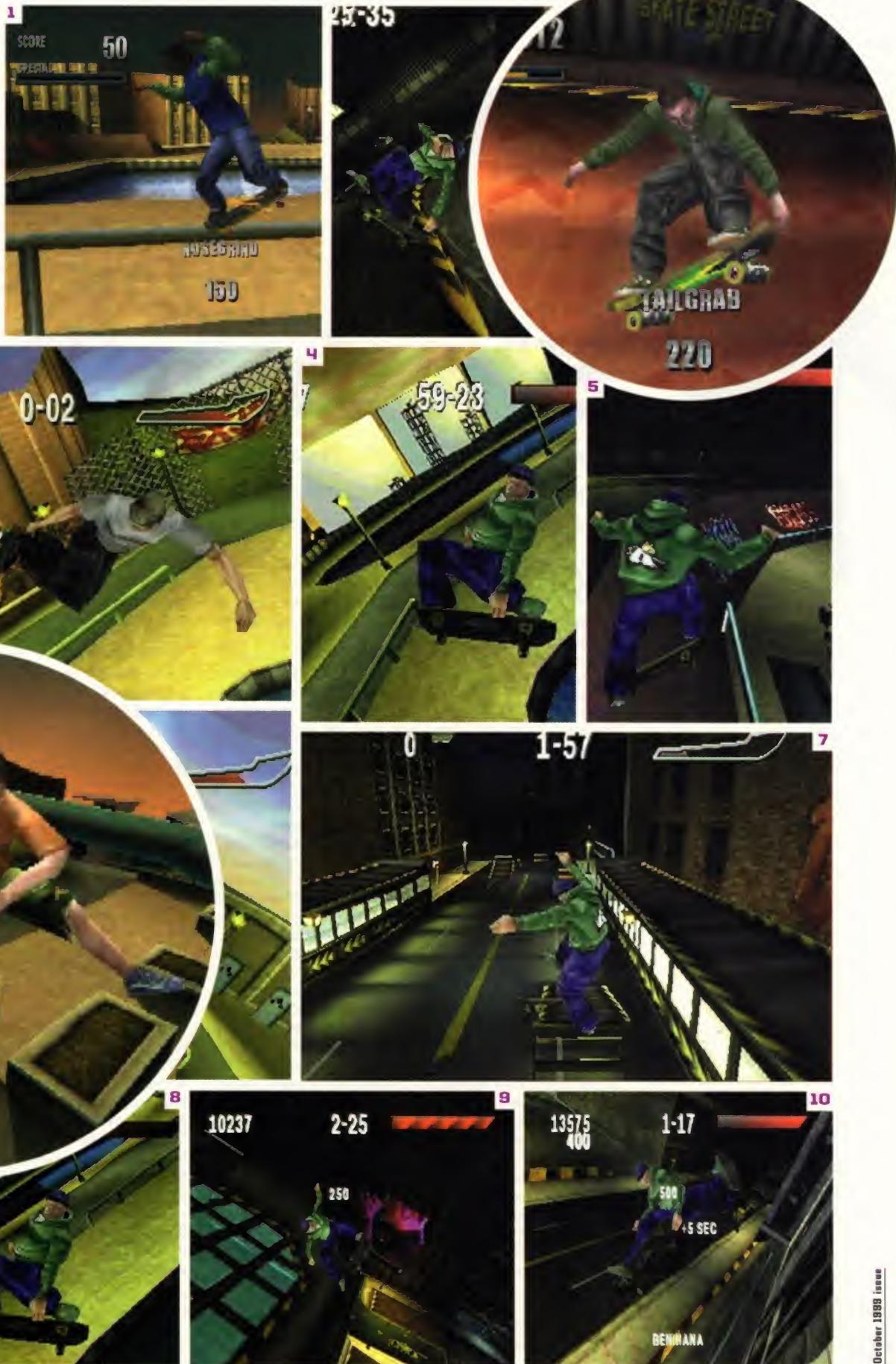
9 All the thrills and spills. Addictive and rewarding.

9 Fun and challenging, you'll be skating back for more.

Skaters, look no further. Everything you've wanted in a skate sim is right here. For everyone else, excellent playability makes for a brilliant and entertaining game.



- 1 Skaters are built as tough as nuts. Don't get nervous now...
- 2 Plenty of tail-grabbing action.
- 3 Almost as good as Editor Pegley.
- 4 He wanted a swim, but went for a skate instead.
- 5 Realistic and detailed environments as far as the eye can see.
- 6 Kickflips: try one with your hands tied behind your back.
- 7 Skate downtown, with no-one around!
- 8 There's an excellent trick and combo system to get the hang of.
- 9 Skate and destroy. Or something.
- 10 Big tricks bring big points, natch.





Shadow Man

There's no refuge for the damned, Mike LeRoi will make sure of that. At night he becomes Shadow Man – a voodoo avenger – and crosses over to the Deadside to reap the souls of the damned.

Based upon a comic of the same name, *Shadow Man* is a dark, gothic tale of horror with generous lashings of voodoo magic. And an ample supply of graphic carnage, too. Not for the faint of heart, this game explores the dark world of serial killers and their after-life.

Shadow Man is Mike LeRoi, an English student turned dead assassin, who has been resurrected by Mamma Nettie, a powerful voodoo priestess. Mamma Nettie has implanted the Mask of Shadows into Shadow Man's chest, and it is through this that she controls him during his visits to Deadside. The game's storyline delves further into Mike's past, and explains more of how he came to be Shadow Man. In fact, this game provides more background information and story than the past six months worth of game releases put together – there are over 40 cut-scenes in total.

The plot centres around a rather nasty dead bloke called Legion, who has assembled five of history's most repugnant serial killers and psychopaths with the intention of bringing them back to the land of the living. And, you guessed it, Shadow Man is the only one who can stop him. This involves travelling to Deadside and claiming the souls of the dead before Legion gets hold of them, a feat achieved by yep, you guessed again, shooting them all.

Presented as a third-person 3D adventure, *Shadow Man* plays in a manner similar to games such as *Tomb Raider*. You can move forward and turn in any direction, jump, and shoot. The camera can be panned around to any angle so you see what's around the next corner, and there is a sniper mode for targeting distant enemies. You have an inventory and can assign weapons or items to either your left or right hand. A dial in the lower right-hand corner displays your health and accumulated voodoo power. Voodoo weapons are more powerful and effective, but you must not waste them. Additionally, killing an enemy with normal weapons may leave a health bonus, but with voodoo magic it won't.

Shadow Man's adventures begin with Mamma Nettie relating a vision she has had about Legion to him. He must then travel through the Louisiana swamplands to the portal where he must make his first jump into Deadside. Once there, he can begin his 'liberation of the damned' and go after his first quarry – Jack the Ripper. Throughout your travels, you'll find clues and information on the five loonies in the form of manuscripts and prophecies.

There is a lot of detail provided here, most of it along the lines of, "And lo, beware of the terror unleashed when the gates swing wide to their hardened malevolence. For it is then that Revelation comes to pass and The Five will rise and lead the many..." Whether you can be bothered to read it all is another matter. Despite the detail of the story, it is predictably clichéd, and fans of Garth Ennis's writing in the comic may be disappointed.

Fans of well-designed games might also be disappointed. It may look like a voodoo version of *Tomb Raider*, but the gameplay shows a lack of refinement. Controls aren't as responsive as they should be, and Shadow Man moves about with a loping stride that makes lining up platform-jumps a nightmare. Fighting is basic and involves hitting the fire button while running in circles around your foe. The sniper mode is next to useless, and it's often easier to just avoid combat and keep running to the end of the level.

And you will do a hell of a lot of running in this game. The levels are huge, sprawling affairs that seem to go on for ages, with more than enough sub-levels to confuse even the most ardent adventurer. An on-screen map option would have been much appreciated in this game – it's difficult to keep your bearings in the maze of repetitive tunnels and canyons that are decked out for miles in the same dull, murky textures.

It will take literally days of playing to reach the end of this game, but is it worth it? Some games start out slow, then after a few levels suddenly pick up the pace. Not so with *Shadow Man*. It takes hours to find the first real voodoo power-up, and even then it's just a seeking gun. You find yourself hoping that the level will end soon and something different will happen, but it never seems to. Besides, aren't games supposed to make you want to keep playing them? Just because the game's set in purgatory, shouldn't mean you have to go through it yourself when playing it! After exploring a level for a 15 minutes only to foolishly fall into lava and die, and then be sent back to the start, most players will start to feel a bit frustrated. Some call this 'hours of gameplay', but others might say it's a waste of time.

Shadow Man will require too much time and patience for most players, which is a shame because it is big on atmosphere, vast in scope and is a fresh and challenging adventure. A waste.

Andrew Iredale

Publisher: Acclaim

Developer: Iguana

Release date: October

Origin: UH

Style: 3D action adventure

Price: \$89.95

ALTERNATIVELY

Tomb Raider 3 9/10 PSM 18

Soul Reaver 9/10 PSM 21

Syphon Filter 8/10 PSM 24

VERDICT

7

GRAPHICS

GAMEPLAY

LIFESPAN

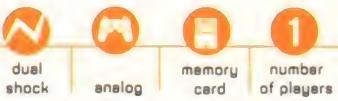
7 How Satan would decorate your lounge.

5 Slow and often tedious.

8 Multiple routes, huge levels and lots of them.

A poorly designed adventure that gets too caught up in its story and forgets to be enjoyable. Bloody big and challenging, though.





- 1 Our mate Kingsley is a likeable chap. Not at all like that bloody Rascal.
- 2 "It's good to be the King."
- 3 Hold your shield up to defend, and attack with your fearsome dagger. Take that, ruffface!
- 4 Be guard!
- 5 Hey, it sometimes rains in videogames too, you know.
- 6 Win friends. Influence them. Laugh at them behind their backs.

Kingsley's Adventure

Kingsley the fox stars in a game with a slice of role playing, a spoonful of fighting and a dribble of leapery dipped in a sugary coating. Should the bandicoot be worried?

Publisher: Sony

Developer: Psygnosis

Release Date: October

Origin: UK

Style: Platform adventure

Price: \$50.00

Remember *Rascal*, the annoyingly cute pile of crapola masquerading as an 3D platformer/adventure game? *Kingsley's Adventure* is cut from the same cloth in that it is the brainchild of the same team. But the chaps at Psygnosis have obviously looked up the meaning of the term 'quality control' in their game developer's dictionary, as *Kingsley* is a lot better than its predecessor.

You control a rather dowdy looking fox called Kingsley, and you must retrieve a bunch of artifacts known as the True Knight Items, while fighting a wizard who's oddly called Bad Custard. To do this, you have to wander medieval castles, towns, lakes and woodland areas solving puzzles, engaging in a little extremely easy combat, and generally sniffing into every nook and cranny.

From the get-go, it is obvious that *Kingsley* is a game designed with younger PlayStation users in mind. Not only is the game extremely gentle on the player, but it is also ponderously paced. Don't expect the action-based adventuring of *Croc*, *Crash* or *Gex* here, as it simply isn't on the menu.

However, if you accept this and are after something less dynamic, *Kingsley* might be just what you are looking for. The game is marginally harder than *Rugrats*, while not quite scaling the lofty heights reached by *Spyro The Dragon*. Most of the puzzles are ridiculously simple. Usually they revolve around pushing blocks onto pressure pads to open doors or firing arrows at targets, but again, we suspect that this type of activity is pleasant enough for the youngsters.

The outdoor level which opens the game up to many of the subquests is large and sprawling, and you might find you have

lost your sense of purpose if you make the mistake of meandering about the place without focussing on the matter at hand. *Kingsley* is also weighed down by a lot of rather tiresome dialogue. As the game unfolds you have to chat with a growing number of characters and, even though much of the chatter is meaningless, you should make sure you speak to everyone as useful clues are sometimes tossed your way.

The visuals are a lot better than *Rascal*, and *Kingsley* even gets to go wandering outside (unfortunately, with a fair bit of fogging). Some of the levels, like the lighthouse, are a bit darker than they should be, though. Certainly *Kingsley* isn't going to make you rush out of the room to find someone who you can astound with amazing graphics. This is also largely true of the cute little 'folksy' soundtrack which does tend to grate on the nerves after you've heard it for more than an hour or so.

Kingsley is fairly simple to play and our hero does have a number of weapons at his disposal, such as an axe, sword and bow, as well as magic. But the controls are fiddly and wooden and, were it not for the fact that the monsters are generally pretty dopey, you might get frustrated because Mr K hasn't quite moved as fast as you want him to. This makes combat a slow and not particularly satisfying experience. Sometimes it is even hard to get *Kingsley* to do the simplest of things, like pulling a switch, just because you are standing a few centimetres out of position.

Kingsley is a colourful and atmospheric – if unspectacular – effort that will probably bore most gamers, but should provide plenty of entertainment for the younger set.

Steve Polak

ALTERNATIVELY

Crash Bandicoot 3: Warped

10/10 PSM 18

Spyro The Dragon

8/10 PSM 16

Croc 2

8/10 PSM 24

VERDICT

6

GRAPHICS

GAMEPLAY

LIFESPAN

7 Likeable cartoon visuals, but the camera angles are odd at times.

5 Simple, but that's okay for younger players.

7 There is a large world to explore if you have the time and energy.

Kingsley's a likeable fellow and this isn't a bad game, but it's not mind-blowingly good, either. It will please younger gamers most.

Destrega

"Better than *Tekken 3*". One day we might be able to say that. But for now, we'll just have to wait.

Destrega is a decidedly Japanese 3D beat 'em up with lots of psychic power attacks, undulating terrain and a typically weird Japanese story. The game has been developed by the same people who brought us the intriguing yet flawed *Dynasty Warriors*. The basic idea is that you fight an opponent in a large area which is not strictly an arena. The game doesn't feature ring-outs and you win by depleting your opponent's energy.

But unfortunately, *Destrega* is essentially an earthbound reincarnation of Taito's abysmal *Psychic Force*. The combatants all have immensely powerful energy attacks, and while they can also engage in close-up brawling, the game favours the long-range approach. This is where *Destrega* starts to show rather significant flaws. Most of the energy attacks you can execute can home in on an enemy, so all you need do is run about the place like a headless chook trying to jump incoming bolts while firing shots vaguely directed at your foe. The one single energy attack triggered by the triangle button is pretty near invincible for all of the characters all of the time. This makes for gameplay with very little variety, especially because there aren't many other moves.

Destrega's computer-controlled opponents are also ridiculously easy to dispatch. If you can't get through the single-player game without losing a fight, you'd have to be in the minority – the game is a pushover! The visuals are also shoddy with massive amounts of clipping, and some annoying camera angles further limit things. You can be in the middle of what seems to be a clear fight with your foe and, suddenly, a whole bridge will pop into view right in the middle of the action, rendering your attacking shots little more than pretty fireworks. Ridiculous!

On the positive side, there are some simple magic bolt combos, and you can even use shields and counter moves which overcome weaker enemy bolt attacks. But sadly, none of these extra elements

"The combatants all have immensely powerful energy attacks."

are worth bothering with as you can win by using the good old 'headless chook' approach every time.

The music is terrible generic synth rock, and the voiceovers are very cheesy. This is particularly noticeable in story mode – some of the monologues are so corny you'll be reaching for that volume knob quick-smart.

The basic idea behind *Destrega* is a good one (look at arcade hit *Power Stone*) but this game lets itself down because it has been put together without much thought for the gameplay. Hardcore fighting fans might want to take a quick look, but we'll just say it once again: "Buy *Tekken 3*!"

Steve Polak

Publisher: Sony
Developer: Hoei
Release Date: October
Origin: Japan
Style: Beat 'em up
Price: \$58.95



- 1 The contestants get carried away during a game of sword, paper, stone.
- 2 Just the sight of his flaming sword was enough to terrify.
- 3 Toast.
- 4 A long-range attack misses.
- 5 Draws should be outlawed.
- 6 Yet another barbecue.
- 7 Close attacks are a rarity. Here, it looks more like a toothache attack, anyway.
- 8 The Sherk Pins of Doom.



ALTERNATIVELY

<i>Tekken 3</i>	10/10 PSM 26
<i>Soul Blade</i>	9/10 PSM 3
<i>Evil Zone</i>	8/10 PSM 23

VERDICT

4

A good idea spoilt by woeful execution. Yet another beat 'em up beaten to a bloody pulp by grandmaster *Tekken*. Not a fighting chance in hell.

GRAPHICS
GAMEPLAY
LIFESPAN

5 The clipping just ruins it.
3 Waaay too simple.
3 Got a spare 20 minutes?



Tarzan

Aaaah, ah-huh-ah, ah-haaa! Practice your jungle calls and get swinging, because Disney's latest incarnation of the Lord of the Apes is making the athletic leap from big screen to grey box.

Publisher:	Sony
Developer:	Disney Interactive
Release date:	October
Origin:	US
Style:	Platform
Price:	\$79.95

Uhat we have in *Tarzan* is a 2D platformer released to coincide with the Disney film. Big licenses for games usually mean big budgets, but that doesn't guarantee great games. In fact, most licensed games are disappointing, not living up to the film and being made purely as merchandising rather than entertainment. Fortunately, *Tarzan* is a solid and entertaining game for youngsters.

Following the plot of the movie, Tarzan gets himself into many sticky situations as he discovers being a human living among the animal kingdom isn't all fun and games. Beautiful jungle scenery, typical of Disney, sets the scene for the adventure. You begin the game as Tarzan the boy and get bigger and older as you progress further by swinging, jumping, swimming, climbing, throwing, smashing, running and tree-surfing through 16 levels. Every level contains four special items that will open up bonus stages. All levels have different requirements, with plenty of action and traps to keep you on your toes.

Most levels are traditional 2D platform fare of yesteryear and scroll from left to right. Left, right and jump are your main controls for the majority of the game, which will bore hardcore gamers senseless, but it's perfect for the target audience and the level design gives enough gameplay variety to stop it being mundane.

Don't expect anything new from *Tarzan*. It's not exceptional, nor is it groundbreaking, however what is in the game has been done very, very well. *Tarzan* follows an already successful formula and displays a consistent polish and quality from go to woah.

Both the look and gameplay is obviously far more suited to kids than older, seasoned gamers. *Tarzan* has an excellent blend of gee-whiz graphics and puzzle-solving for the juniors. You'll be encountering mean old apes hell-bent on not letting you pass

through, coconut-dropping parrots, gaping big holes in the middle of nowhere, piranhas, stampeding elephants, snapping crocs and tough little raccoons. You even get to take on knife-wielding pirates and the razor-sharp toothed Sabor. Getting munched by the Sabor isn't the most healthy pastime around...and you thought you were Lord of the Jungle!

Collecting coins gives you points, bananas restore your health, special items open up bonus levels and collecting the letters T-A-R-Z-A-N gives bonus items and indicates how completely you've finished the levels. But you can make it through entire levels without collecting many items. This scoring system gives some longevity as it entices you to return to improve your score.

The 3D levels are the game's highlight. Running for your life from stampeding elephants, taking a rather relaxing float down a peaceful river and riding a freaked-out, speeding elephant are good fun. In these levels the camera is behind or in front of Tarzan, a refreshing change from the left-to-right jumpriness.

Tarzan's brother Terk (yep, he's more of a monkey than you!) helps to guide you through the early stages of the jungle when you're a youngster. Other notable characters from the story include Jane (your beautiful love interest), Tantor (a frenetic elephant), Kala (your simian mum) and Clayton (the villain and your arch-nemesis). Tarzan is set for a showdown with Clayton in the closing stage of the game. Intriguing sub-plots and rescue missions become all part of a day's work when the invading human expedition enters the jungle.

Fans of the movie will love the game – the music and animation are excellent, and the challenge is perfectly suited to younger players. It's encouraging to see good use of a big license.

Richie Young

ALTERNATIVELY

<i>Ape Escape</i>	9/10 PSM 24
<i>Spyro The Dragon</i>	8/10 PSM 16
<i>Hercules</i>	7/10 PSM 16

VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

- 8 Typical of Disney – clean, cute and colourful.
- 7 Simple, and not overly challenging.
- 6 Beating your high scores will keep your thumbs busy.

This is a solid platform game that has great graphics, strong characters and interesting levels. It'll definitely keep the kids happy till the cows come home.

RC Stunt Copter

Remote-controlled helicopters make a very expensive mess when they crash, and they crash often. But thanks to Shiny, now you can practice before you take on the real thing...

If you're a fan of remote-control 'copters and have been following this game's development, you will have been waiting for quite some time now to get your hands on it. We first saw *RC Stunt Copter* over two years ago – at that time it looked nearly finished, and also a bit dull. The project was actually completed and then rejected for being a tad unexciting, and so the last 18 months were spent re-jigging the gameplay and adding more challenges and twists to enhance the long-term appeal.

In case you hadn't guessed by now, *Stunt Copter* is a very accurate simulation of the flight characteristics of your average RC helicopter. As such, it is hardly a mass-market game and, to be honest, you need an abiding love of these contraptions or a strong desire to try something new to really get into the game. It's not easy to play and asks for a lot of patience from those willing to take it on. The training levels are an essential first step to mastering the controls and have been implemented thoughtfully, though you will quickly tire of the commentator's repetitive remarks.

Sony's Dual Shock controller is the perfect companion to *RC Stunt Copter* and you can't play the game properly without some form of analogue controller with two sticks. The gamepad is set up in the same way as a typical remote-control console, with the left stick controlling lift and direction and the right stick controlling banking and forward/reverse movement. There's even a fire button for your 'blob' shooter, which is used for taking out targets.

The single-player mission mode is what most flyers will dive into first. It's made up of around 50 levels that consist of several challenges that test different combinations of your flying skills. You may have to take out a bunch of balloons in a given time or complete a slalom course through a yard full of farm machinery. But in the relaxing free-flying mode, you can roam anywhere in the selected levels, which is great for the sightseers among you. To mix things up a little, the developers also decided to provide a different spin on the all-important multi-player mode. Instead of playing in a split-screen mess against a friend, your opponent can really get up your nose by flying in front of you and putting a giant 'virtual hand' on the screen, surely designed to foster goodwill and warm feelings between friends!

On the technical side, *RC Stunt Copter* has impressively solid graphics that maintain a smooth frame rate. The only jarring feature of the game is the incessant bleating of the commentator. Some people may consider these lines funny, but even those few will get sick of them after a short time. I think more attention to environmental sounds such as crickets chirping and lawnmowers mowing would have been a better choice to create atmosphere.

Overall, a very challenging, realistic and refreshingly different simulation. Not for everybody, but if you're patient you'll have fun.
George Soropos

Publisher: Interplay

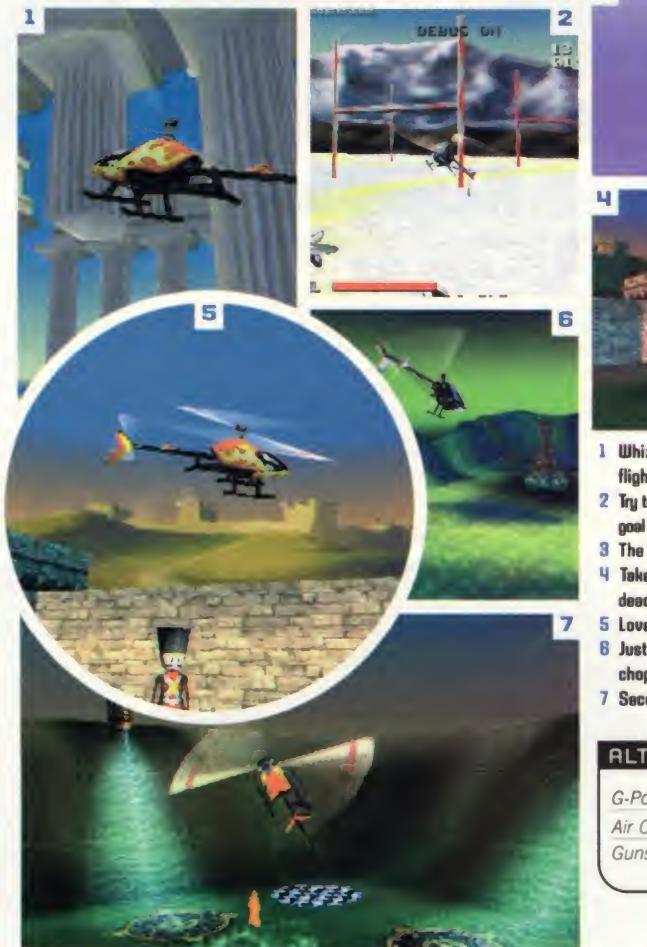
Developer: Shiny

Release date: Out now

Origin: US

Style: Flight sim

Price: \$89.95



- 1 Whizzing around in the free-flight mode is top fun.
- 2 Try to score by flying between the goal posts as fast as possible.
- 3 The top-secret dragonfly mode.
- 4 Take out the soldier with your deadly 'blob' shooter.
- 5 Lovely scenery to fly around.
- 6 Just learning to control the chopper is half the fun.
- 7 Seconds later, lives were lost...

ALTERNATIVELY

G-Police 2	8/10 PSM 26
Air Combat	7/10 PSM 5
Gunship 2000	not reviewed

VERDICT

8

A great game but only for a niche market. Many people will probably lose patience trying to learn even the basic skills of flying the chopper.

GRAPHICS
GAMEPLAY
LIFESPAN

Competent and functional without being spectacular.
Trying, tricky and complex.
Hard to judge, but not ideal for the easily frustrated.

Rat Attack

Publisher: GT Developer: Mindscape Release date: Out now Origin: UH Style: Catch 'em up

Players: Four Extras: Memory card, Multi: Top Price: \$89.95

You can't help wondering just what was going through the developers' minds. "We'll make a game about catching evil mutant space rats. It'll be great!" Tedious and irritating, more like it. Your cat is given a quota of vermin to catch for each round. He then creates a large circle, and all the rats within the circle are caught and stored, until they can be deposited in the Eraticator (ho). Should you bump into any rats, those already caught will be released. The irritating

camera angles hinder your progress. Too often your work is wasted as you walk into a rat obscured by a piece of furniture. Catching rats is fun for the first levels, but you soon realise it's exactly the same on every level. And at the end of every set of missions, you're confronted with a boss of 16-bit proportions. You can play four different modes in multiplayer but the awful camera goes haywire. It might be made for kids, but kids are not stupid. It takes more than jingly music and cute visuals to impress them. CC

VERDICT

4



Tenchu: Stealth Assassins

Publisher: Activision Developer: Sony Music Entertainment Release date: October Origin: Japan

Style: Action adventure Players: One Extras: Memory card Price: \$49.95

A hugely entertaining and challenging ninja game. To succeed in *Tenchi*, you need to use stealth and strategy. You can control a male or female ninja, with distinctly different fighting styles, and can choose from an arsenal of 16 weapons, including knives, throwing stars, poison, smoke bombs and grenades. The most innovative inclusion is the grappling hook which enables you to reach areas like rooftops. The atmosphere is

excellent. Sneaking up behind enemies in the shadows or via rooftops and using the right weapon is crucial, as creating a racket often leads to an enemy onslaught. There are ten levels to explore, including traditional Japanese buildings, forests, dungeons and towns, although it is often too dark, making surprise attacks very difficult as you fumble around. Controls are also a little awkward and some more variety and opponents would be welcome, but *Tenchi* remains a stylish, tense and refreshing fighting game. JH

VERDICT

7



Gungage

Publisher: GT Developer: Konami Release date: Out now Origin: Japan Style: Shoot 'em up Players: One

Extras: Memory card Price: \$89.95

In a dimension parallel to our own, Courtney Love's breast implants have evolved into sentient beings whose struggle to break free has caused massive rifts in time and space. Into these rifts you must leap to save our dimension from certain catastrophe. You control Wakle, respected by soldiers, adored by women and made fun of by small children everywhere. The world happens to have buildings that look just like ours, even though the place is

inhabited by giant cockroaches and flying mushrooms. Wakle comes poorly equipped with just a machine gun and two specials that need to be powered up – a freeze bullet and a shield. With that awesome firepower at your disposal, a sea of ballroom dancing scumbags in front of you and Courtney's rampaging implants coming up the rear, you're all set to discover levels of boredom you never knew existed. Worse, Konami forgot about the existence of Dual Shock, which would have suited the game perfectly. It sucks hard. GS

VERDICT

3



360

Publisher: Cryo Interactive Developer: Smart Dog Release date: Out now Origin: France

Style: Futuristic racer Players: Two Extras: Memory card, Dual Shock, Analog Price: \$79.95

Buy *Wipeout 3* instead. A mere glimpse of this futuristic-floaty-ship fare causes a raft of Beavis and Butt-head-style sniggerage from spectators. You choose from eight hover ships rated by speed, acceleration, agility and armour. Then hurtle along the circuits, firing salvos and dispatching broadsides at rivals.

VERDICT

2

Here's the gimmick: you can spin your viewing angle 360 degrees to shoot at ships behind you. Actually, you only spin the view 180 degrees to

look behind you. However, looking in the opposite direction leaves you at a slight disadvantage. You cannot see where you're going. Then you hit a wall and all the ships you've worked hard to overtake just fly by. The ship's control is skittery in the extreme. Whereas *Wipeout* gives you a thrilling sense of speed, *360* is merely a perfunctory exercise in getting the darned crate around the circuit. There are three ship views, and tournament, split-screen and time-trial options, but controls and visuals are shocking. SB



Monsterseed

Publisher: **Metro Games** Developer: **Sunsoft** Release date: Out now Origin: Japan Style: RPG

Players: Two Extras: Memory card Price: \$89.95

The inspiration clearly comes from those frantically annoying robopets, Tamagotchi. You grow your own monsters and make them fight. After doing a little RPG adventuring and egg hunting, you toddle back to the hatching room to go to work, with different egg types spawning special kinds of brute. Throw on a little solution, select the temperature, and sit back and see what breed of monstrosity results. There's a curiously high emotional investment: a

VERDICT**6**

Street Fighter EX Plus Alpha

Publisher: **Ozisoft** Developer: **Capcom** Release date: Out now Origin: Japan Style: Beat 'em up

Players: Two Extras: Memory card Price: \$49.95

Street goes 3D. But it doesn't really change the gameplay too much: it's still fab. If you've never enjoyed Street Fighter's particular brand of chess with knuckledusters, this is a great start. Just don't play against an experienced Streeter - they'll beat you to a bloody pulp. For all its 3D-ness, this plays strictly side-on against flat stage backdrops. No sidesteps, no fighting arena, and the gameplay is instantly recognisable. And that's why

we love it. It's immediately familiar, so you don't feel like you're being left behind. It's got new tricks, but you can learn in your own time, and seeing Ryu egg-beat Vega's head with his spiny feet from several angles is enough of a novelty to make the whole experience seem fresh again. There's an excellent selection of well-balanced characters to choose and its a deep, highly tactical and demanding fighter. A superb example of why Street Fighter remains the true master of explosive martial arts games. JH

VERDICT**8**

In recent issues

name	issue	score
AFL '99	PSM 23	7
Aironauts	PSM 25	4
Anna Kournikova's Smash Court Tennis	PSM 23	8
Ape Escape	PSM 24	9
Asterix	PSM 23	5
Attack of the Saucerman	PSM 26	4
Bomberman	PSM 24	7
Bomberman Racing	PSM 24	6
Bugs Bunny: Lost In Time	PSM 24	7
Capcom Generations	PSM 25	5
Chessmaster 2	PSM 25	8
Chocobo Racing	PSM 25	7
Colin McRae Rally Platinum	PSM 25	9
Croc 2	PSM 24	8
Dark Stalkers 3	PSM 23	6
Diver's Dream	PSM 23	6
Driver	PSM 22	9
Evil Zone	PSM 23	8
FA Manager	PSM 24	7
FA Premier League Stars	PSM 26	5
Formula 1 '97 Platinum	PSM 23	9
G-Police 2	PSM 26	8
Grand Theft Auto: London 1969	PSM 24	7
Guardian's Crusade	PSM 23	7
Hard Edge	PSM 24	5
Heart of Darkness Platinum	PSM 25	5
Kurushi Final	PSM 25	7
Legacy of Kain 2: Soul Reaver	PSM 22	9
Legend of Kartia	PSM 24	6
Marvel Super Heroes Vs Street Fighter	PSM 24	5
MediEvil Platinum	PSM 26	7
NBA Pro '99	PSM 24	5
NHL Face Off '99	PSM 23	8
Omega Boost	PSM 24	8
Plane Crazy	PSM 25	4
Player Manager 99	PSM 25	8
Point Blank 2	PSM 26	7
Pro 18 World Tour Golf	PSM 23	8
Rampage 2: Universal Tour	PSM 23	5
Re-Volt	PSM 26	7
Resident Evil 2 Platinum	PSM 26	10
Silent Hill	PSM 24	8
South Park	PSM 26	6
Speed Freaks	PSM 25	8
Sports Car GT	PSM 23	3
Star Wars Episode One: The Phantom Menace	PSM 23	9
Street Fighter 2 Collection	PSM 23	7
Syphon Filter	PSM 24	8
Tekken 3 Platinum	PSM 26	10
UEFA Champions League	PSM 23	7
Um Jammer Lammy	PSM 25	8
V-Rally 2	PSM 24	10
Warzone 2100	PSM 23	9
Wing Over 2	PSM 23	4
Wipeout 3	PSM 26	10
WWF Attitude	PSM 26	8
X-Files	PSM 26	6
YoYo's Puzzle Park	PSM 23	7



comingsoon



most wanted

Australia's most wanted. These are the games that *Official Australian PlayStation Magazine* readers are most excited about. How about you? Write to the normal address and tell us what you're dying to play, and even what you're not!



- 1. Metal Gear: Special Missions**
More espionage than you can possibly poke a stick at. Or a grenade.
Release date: October
22% of vote

up 2



- 2. Dino Crisis**
A reptilian horror adventure with all the genius of *Resident Evil*.
Release date: October
15% of vote

up 4



- 3. Gran Turismo 2**
More racing, more cars, more fun - will be even better than the original.
Release date: December
14% of vote

down 2



- 4. Star Wars: The Phantom Menace**
We've already waited lightyears, but be assured, it is worth it.
Release date: October
13% of vote

down 2



- 5. 4D Winks**
We will all sleep easy when we get our hands on this beautiful platformer.
Release date: November
11% of vote

no change



- 6. Final Fantasy VIII**
The latest installment to an excellent series. Will be the new undisputed king of RPGs.
Release date: October
8% of vote

down 2



- 7. Resident Evil: Nemesis**
Big brother is coming. Many have been waiting patiently...
Release date: January
7% of vote

up 1



- 8. Crash Team Racing**
That crazy bandicoot Crash and friends in a hot new kart racer.
Release date: November
5% of vote

down 1



- 9. Wu Tang: Shaolin Style**
Kung fu and rap combine in this outrageous new beat 'em up.
Release Date: November
3% of vote

new entry



- 10. Urban Chaos**
Huge freedom, large environments, lots of weapons. Big fun.
Release date: November
2% of vote

down 1

comingsoon

At the time of going to press, this is the definitive list as to when you can purchase the latest PlayStation games. However, please bear in mind that making videogames is an extremely volatile process, and release dates are likely to slip faster than a one-legged cat trying to bury its turds on a frozen pond. Please phone your friendly neighbourhood games store to check the game is in stock before you smash open your piggy bank.

October 1999	November	December 1999	January 2000	February 2000
Buster And The Beanstalk	Terraglyph/Sony	Platformer	Midlife	Codemasters/Ozisoft
Callisto	Kosha	Retro beat 'em up	Official F1 Racing 99	Eidos/Ozisoft
Chessmaster 2	Mindscape/GT	Chess sim	Pac-Man 20th Anniversary	Namco/Sony
Chillzone Racing	Square/Sony	Endless racing	Premier Manager 2000	Infogrames/Ozisoft
Cyber Tiger	EA	Golf sim	Prince Naseem Boxing	Codemasters/Ozisoft
Mark Smart	Take 2/Jack Of All Games	Beat 'em up	Rally Masters	Infogrames/Ozisoft
Destrega	Kozi/Sony	Beat 'em up	Ready 2 Rumble Boxing	Midway/Metro
Dino Crisis	Capcom/Orbital	Action adventure	Riding Star	Midas/Metro
Dune 2000	Westwood/EA	Strategy	Roadster	Titus/GT
EA Sports PGA Golf	Infogrames/Ozisoft	Golf sim	Ronaldo V-Soccer	Infogrames/Ozisoft
FIFA 2000	EA	Soccer sim	Shao Lin	THQ/GT
Fighting Force 2	Taito/Gotcha	Action adventure	Sheep	Empire/Metro
Final Fantasy VIII	Square/Sony	RPG	Spyro 2	Insomniac/Sony
Formula 1 '99	PlayStation	F1 racing	Tiny Tank	MGM/Sony
Grand Theft Auto 2	Take 2/Jack Of All Games	Car adventure	Tomb Raider: Last Revelation	Eidos/Ozisoft
Hell Night	Konami/GT	Action adventure	Tomorrow Never Dies	Fox/EA
Hogs Of War	Infogrames/Ozisoft	Strategy	Urban Chaos	Eidos/Ozisoft
iSS Pro Evolution	Konami/GT Interactive	Soccer sim	Vigilante 8: Second Offense	Activision
Jeremy McGrath Motocross	THQ/GT	Motorcycle racing	War Of The Worlds	GT
Kingsley	Playmania/Sony	Action adventure	Warpath: Jurassic Park	Dreamworks/EA
Kurushii Final	Sony	Puzzler	WCW Mayhem	EA
Legend Of Kailie	Konami/GT	Retro playing	Worms Pinball	Infogrames/Ozisoft
LEGO Racers	LEGO/Roadshow	Kart racing	Wu Tang: Shaolin Style	Activision
Lucky Luke Premium	Infogrames/Ozisoft	Puzzle		
Mission: Impossible	Infogrames/Ozisoft	Action adventure		
MJ's Special Mission	Konami/GT	Stealth beat 'em up		
NASCAR 2000	EA	Racing		
NBA Live 2000	EA	Basketball sim		
NFL Blitz 2000	Midway/Metro	NFL sim		
No Foul: Inevitable Billing	Codemasters/Ozisoft	Motocross Ultra Racing		
Pong	Hasbro	Retro arcade		
Pro Pinball: Fantastic Journey	Embrico/Metro	Virtual ball		
Q-Bert	Hasbro	Retro arcade		
Quake II	Activision	First-person shooter		
Rainbow Six	Take 2/Jack Of All Games	Action adventure		
Rambo	Titus/GT	Racing		
Ronin Blade	Konami/GT	Action		
Shadow Masters	Craw/Sony	RPG		
Smurfs	Infogrames/Ozisoft	Platformer		
Star Trek: Starfleet Academy	Take 2/Jack Of All Games	Platformer		
Spec Ops	Take 2/Jack Of All Games	Strategic shoot 'em up		
Star Wars: Phantom Menace	LucasArts/Metro	Action adventure		
Supercross	EA	Motorcycle racing		
Tarzan	Sony	Platformer		
Techno Platinum	Sony Music/Activision	Ninja beat 'em up		
The Noob Taiko	Hamada	Puzzler		
This Is Soccer	Sony	Soccer sim		
UEFA World Cup	Infogrames/Ozisoft	Soccer sim		
Un Jammer Lammy	Sony	Music		
Alien: Warlock: Primal	EA	Action adventure		
November 1999				
40 Winks	GT Interactive	Platformer	Alien Resurrection	Fox/EA
Archibald Party Pack	Midway/Metro	Retro Collection	Civilization: Call To Power	Activision
Beastmania	Konami/GT Interactive	Interactive music	Colony Wars: Red Sun	Psygnosis/Sony
Crash Team Racing	Naughty Dog/Sony	Kart racing	Commandos 2	Eidos/Ozisoft
Cricket 2000	EA	Cricket sim	Destruction Derby 3	Psygnosis/Sony
Die Hard Trilogy 2	Fox/EA	Driving/Action/Ad	Fear Factor	Eidos/Ozisoft
Demolition Racer	Infogrames/Ozisoft	Racing	Resident Evil: Nemesis	Capcom/Ozisoft
Kingpin One	Infogrames/Ozisoft	Flight sim	Rolling Extreme	Psygnosis/Sony
Ergheiz	Square/Sony	Beat 'em up	X-Men	Activision
Pro Sports NHL 2000	Fox/Activision	Ice hockey sim		
Fox Sports NBA 2000	Fox/Activision	Basketball sim		
Golf Pro	Empire/Telstar	Golf sim		
International Cricket Captain	Empire/Metro	Cricket management		
International Track & Field 2	Konami/GT	Sports sim		
Johnny Herbert's GP	Midas/Metro	F1 racing		
La Mafia	Infogrames/Ozisoft	Racing		
Medal Of Honor	Dreamworks/EA	Shoot 'em up		
MTV Unplugged	THQ/GT	Simulations/Ad		
December 1999				
Midlife			Duke Nukem: TTK 2	GT
Official F1 Racing 99			Jackie Chan	Radical/Sony
Pac-Man 20th Anniversary			Saboteur	Eidos/Ozisoft
Premier Manager 2000			Rayman 2	Ubisoft
Prince Naseem Boxing				
Rally Masters				
Ready 2 Rumble Boxing				
Riding Star				
Roadster				
Ronaldo V-Soccer				
Shao Lin				
Sheep				
Spyro 2				
Tiny Tank				
Tomb Raider: Last Revelation				
Tomorrow Never Dies				
Urban Chaos				
Vigilante 8: Second Offense				
War Of The Worlds				
Warpath: Jurassic Park				
WCW Mayhem				
Worms Pinball				
Wu Tang: Shaolin Style				
January 2000				
Alien Resurrection				
Civilization: Call To Power				
Colony Wars: Red Sun				
Commandos 2				
Destruction Derby 3				
Fear Factor				
Resident Evil: Nemesis				
Rolling Extreme				
X-Men				
February 2000				
Midlife Jones				
Jet Moto 3				
Lander				
Messiah				
Miles Stewart Body Boarding				
Motorhead 2				
Space Debris				
Tanktics				
Unreal				
March 2000				
Duke Nukem: TTK 2				
Jackie Chan				
Saboteur				
Rayman 2				

next month

on sale october 27

FINAL FANTASY VIII

EXCLUSIVE REVIEW AND PLAYABLE DEMO



The First English Language
Review Down Under

AND 20 PAGES TO JAPAN TO MEET THE CREATORS

If you see it in another mag, we hope you speak Japeneese!

REVIEW AND PLAYABLE DEMO QUAKE II

We think it's been worth the wait

EXCLUSIVE NEWS AND PICS FROM JAPAN

PLAYSTATION 2

PSM gets the inside information
from Sony Japan

- Plus all the latest from the Tokyo
Game Show

COMPLETE SOLUTION DRIVER

At last we can rest easy at nights.

And all the latest on: *Tomb Raider 4*, *Spyro 2*, *Gran Turismo 2*, *Tomorrow Never Dies*, *Formula 1 '99*,
Mission: Impossible, *Sled Storm*, *40 Winks*,
Cricket 2000, *Fighting Force 2*, *GTA 2*
...and you could win a fantastic
Mountain Bike worth over \$2,500!

PLUS!

On the discs...

Dino Crisis - Playable

Final Fantasy VIII - Playable

Quake II - Playable

MGS: Special Missions - Playable

Soul Reaver - Playable

40 Winks - Playable

Tarzan - Playable

This Is Soccer - Playable

Crash Team Racing - Video

Final Fantasy VIII - Video

and Exclusive Music Videos

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TOP 40 GAMES

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lifes...here, in its entirety, is the *PSM* Top 40 – thanks to K-Mart and GfK.



Funky fever hits the PlayStation as *Driver* moves into top spot, but that timeless champ *Gran Turismo* just won't lie down and remains in second! Those *Syphon Filter* terrorists must be taking a real beating, as it enters the charts in the top three.



Pos	LM	Name	Developer	Distributor
1	5	Driver	Reflections	GT
2	2	Gran Turismo Platinum	Sony	Sony
3	NE	Syphon Filter	989 Studios	Sony
4	1	AFL '99	EA Sports	EA
5	3	Need For Speed IV: High Stakes	EA	EA
6	4	Crash Bandicoot 2 Platinum	Naughty Dog	Sony
7	NE	V-Rally 2	Infogrames	Ozisoft
8	NE	Ape Escape	Sony	Sony
9	8	Crash Bandicoot Platinum	Naughty Dog	Sony
10	23	Knockout Kings '99	EA	EA
11	6	Final Fantasy VII Platinum	Square	Sony
12	NE	Colin McRae Rally Platinum	Codemasters	Ozisoft
13	10	Croc	Fox	EA
14	9	Crash Bandicoot 3: Warped	Naughty Dog	Sony
15	14	Mickey's Wild Adventure Platinum	Disney	Sony
16	7	Metal Gear Solid	Konami	GT
17	20	Spyro The Dragon	Insomniac	Sony
18	12	Time Crisis Platinum	Namco	Sony
19	17	Abe's Exodus	Oddworld Inhabitants	GT
20	13	Coolboarders 2 Platinum	Sony	Sony
21	15	Abe's Oddysee Platinum	Oddworld Inhabitants	GT
22	25	Ridge Racer Type 4	Namco	Sony
23	19	A Bug's Life	Disney	Sony
24	NE	Ace Combat 2	Namco	Sony
25	11	Shane Warne Cricket '99	Codemasters	Ozisoft
26	21	Hercules Platinum	Disney	Sony
27	16	Tomb Raider 2 Platinum	Eidos	Ozisoft
28	26	Need For Speed III: Hot Pursuit	EA	EA
29	18	Rugrats	THQ	GT
30	24	Die Hard Trilogy	Fox	EA
31	22	Colin McRae Rally	Codemasters	Ozisoft
32	30	Tomb Raider 3	Eidos	Ozisoft
33	NE	Bugs Bunny: Lost In Time	Infogrames	Ozisoft
34	NE	Rage Racer	Namco	Sony
35	38	WWF Warzone	Acclaim	Acclaim
36	28	FIFA '99	EA Sports	EA
37	27	TOCA Touring Cars 2	Codemasters	Ozisoft
38	37	Small Soldiers	EA	EA
39	32	Tekken 3	Namco	Sony
40	36	V-Rally Platinum	Infogrames	Sony

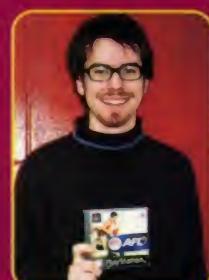
TALKING SHOP

Enough of our yakking, you want to know what PlayStation fans have actually spent their hard-earned dollars on this month. We took a peek in the bags of this unsuspecting lot to find out.



Name: Gurch
Occupation: Retail
Bought: *Silent Hill*

And why...
"I like strategic adventure games and *Silent Hill* is even better than I expected. I give it five spuds!"



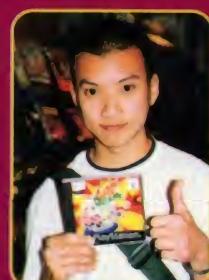
Name: Stu
Occupation: Music Distribution
Bought: *AFL '99*

And why...
"As far as Aussie rules goes, I guess it's my only choice. It'll get me through summer as well."



Name: James
Occupation: Student
Bought: *NFL Xtreme*

And why...
"I love NFL and sport games, and it's relatively cheap."



Name: Wachara
Occupation: Student
Bought: *Ape Escape*

And why...
"I like *Ape Escape* because it's very adventurous, different and funny. It's a mind-blowing game."

Official PlayStation Magazine RECOMMENDED

Speed Freaks



PSM loves the little freaks. It has stacks of stuff to keep anyone happy, great characters, multi-player mode, excellent tracks and wicked power-ups. A solid kart game was a long-time coming for the PlayStation, but it has finally arrived. 8

Wipeout 3



Wipeout 3 is a futuristic racer with a seriously cool edge. It has outrageous top speeds, heaps of improvements over its little brothers and a brilliant techno soundtrack to boot. You'll want to leap forward in time just to pilot one of these hot machines. 10

Un Janner Lanney WWF Attitude



Jimi Hendrix, eat your heart out! This beauty will have you boppin' around the room as you play along with your animalistic band, MilkCan. An innovative game with some stinkin' graphics. You may be left feeling a little sheepish... 8



Squeeze yourself into a Lycra suit, take a dip in a tub full of baby oil, find the biggest bloke around and challenge him to break your bones. Yep, with this sim you can visit the wonderful world of wrestling on your own PlayStation. Beefcake for brekkie, anyone? 8

Australia's No. 1 retailer for Sony PlayStation games

Kmart



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Mad Catz
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Controllers
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Controllers **58.95.**



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Memory Cards **29.95 ea.**



Multitap
Connection **59.95.**



Dual Shock
Hand Controllers
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Wireless Controller
88.95 pr.



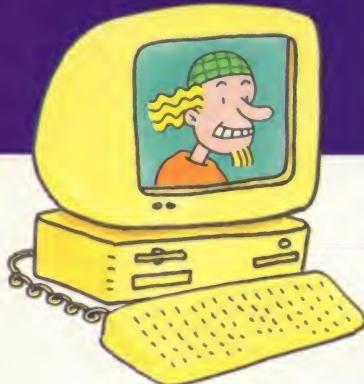
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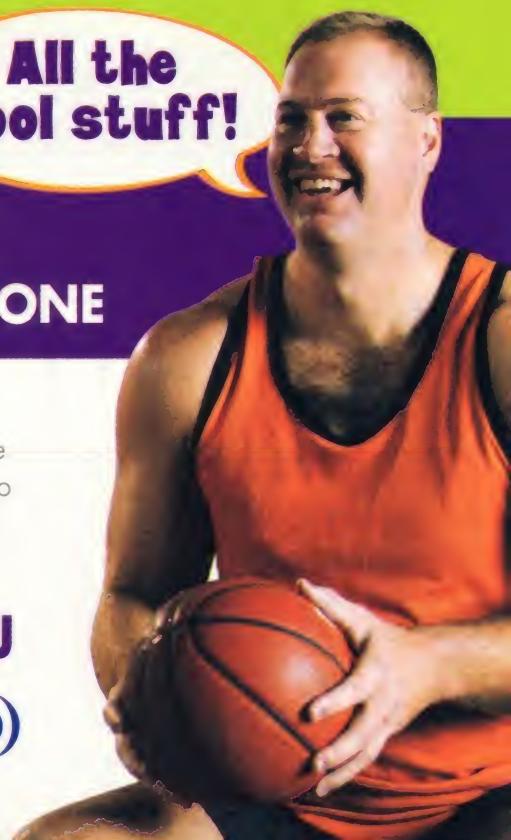
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downloading

Downloading is the part of the magazine where you turn from passive readers into interactive users. Here are your letters; tips for you to try out; instructions on how to use the demo CD; games ideas that you've come up with; and a buyer's guide to help you get shopping for games. Don't just read *PSM*, experience it!

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92 *Ape Escape* Guide

96 *Syphon Filter* Guide

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106 Full CD Instructions

109 Feedback

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114 Famous Last Words –
Regurgitator

downloading

no Worries

Unlock your full PlayStation potential with our fiendishly sneaky tips and cheats.

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month. If you can't see a cheat for a game you want, give the Powerline a try and have a pen and paper handy. Alternatively, try using the unique code that's printed on every game.

The Powerline gets around 1,000 calls a day and hundreds of titles are supported.

Just call **1902 262 662** and, once connected, press **0** to access the main menu. The menu options are:

1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).

2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.
 3. New and upcoming PlayStation games information.
 4. PlayStation game of the month.
 5. This month's Top 10 titles.
 6. Information on PlayStation peripherals.

The Powerline is charged at \$1.50 per minute (a higher rate applies if calling from mobile or public phones). Callers aged under 18 must obtain a parent's permission before phoning. The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions.

POWERLINE

call 1902 262 662

**press 0 for the
main menu**

press to speak to a live
member of Team PlayStation

press **2 for cheats heaven and
have your game code handy**

press  for PlayStation
game of the month

Press 5 for information on

V-Rally 2 Championship Edition

To open up all the cars and trophies, select the game options from the main menu and then select game progression. Once on this screen, enter the following:

L1, R1, ←, →, ←, →, ↑, ↓, ↑, ↓, x, then **x** and **Select** together.

If the cheat has been entered correctly, you will hear a low-frequency beep. Now, highlight an empty square and press the **X** button to open up the relevant car or trophy.



Croc 2

Cheat Mode

Hold L1 and press

▲, ←, ↑, →, ■, ↑,

↑, ←, ● at the title screen.
Then while playing a game,
press L2 and R2 to display
a cheat menu.

Infinite Lives

Hold **L1** and press **●, ↓, ←, ↑, →, ▲, ↓** at the title screen.

360

02089

Hidden vehicle

To access the hidden vehicle called Demon on the select game screen, press the following combination of buttons: **↑, ↓, L1, L2, Select** then **Start**. If the cheat code has been entered correctly, you will hear a sound effect. The hidden vehicle will be available in all game modes.

**All arenas and tracks**

To access all the arenas and tracks, on the select game screen press the following combination: **↓, ↑, R2, R1, Start** then **Select**. If the cheat code has been entered correctly, you will hear a sound effect. All the arenas and tracks will be available in Time Trial and Battle Mode games.



00311

Medievil

To open up everything, all weapons and invincibility, pause the game, hold **L1** and enter **▲, ●, ▲, ●, ●, ▲, ←, ●, ↑, ↓, →, ●, ←, ▲, →, ●, ←, ←, ▲, ●, ↓, ●, →**.

The simple, standard cheat code is **↓, ↑, ■, ▲, ▲, ●, ↓, ↑, ■, ▲** (DUST TO DUST).

Wipeout 3**Bonus-track unlocking**

The Prototype Track menu option will appear as soon as the player has gained a medal (Gold, Silver or Bronze) in All Craft on All Tracks on a Class Basis. So all craft and tracks need to be unlocked and the medal table needs to be full.

**Cheat System**

At the Default Name Entry option, use the following words to gain the respective cheat.

For circuits enter **W, I, Z, Z, P, I, G**.

For bonus circuits enter **C, A, N, E, R, W**.

For Phantom class enter **J, A, Z, Z, N, A, Z**.

For tournaments enter **B, U, N, T, Y**.

**G-Police:
Weapons Of Justice**

01625

Enter the following passwords for levels one to ten. If the correct password has been entered, the level number will appear in the bottom right corner of the screen.

For Level 1 enter **P, O, L, I, C, E**.
 For Level 2 enter **O, C, T, O, P, I**.
 For Level 3 enter **B, R, A, I, N, S**.
 For Level 4 enter **F, I, N, G, E, R**.
 For Level 5 enter **B, A, N, A, N, A**.
 For Level 6 enter **J, U, N, G, L, E**.
 For Level 7 enter **V, O, O, D, O, O**.
 For Level 8 enter **S, Q, U, E, A, K**.
 For Level 9 enter **D, U, N, D, E, E**.
 For Level 10 enter **T, E, A, P, O, T**.
 For Level 11 enter **B, U, T, T, E, R**.
 For Level 12 enter **I, N, D, I, G, O**.
 For Level 13 enter **S, T, R, O, U, D**.
 For Level 14 enter **E, L, I, X, I, R**.
 For Level 15 enter **L, I, Q, U, I, D**.
 For Level 16 enter **S, T, A, P, L, E**.
 For Level 17 enter **S, H, I, R, T, S**.
 For Level 18 enter **A, P, P, L, E, S**.
 For Level 19 enter **G, A, D, G, E, T**.
 For Level 20 enter **T, A, N, U, K, I**.
 For Level 21 enter **S, A, L, A, D, S**.
 For Level 22 enter **D, U, F, F, C, O**.
 For Level 23 enter **P, H, O, N, E, S**.
 For Level 24 enter **A, S, S, E, R, T**.
 For Level 25 enter **O, X, Y, G, E, N**.
 For Level 26 enter **J, O, Y, P, A, D**.
 For Level 27 enter **A, C, T, I, V, E**.
 For Level 28 enter **M, E, N, A, C, E**.
 For Level 29 enter **W, I, N, D, O, W**.
 For Level 30 enter **A, G, E, N, D, A**.



For Level 21 enter **S, A, L, A, D, S**.
 For Level 22 enter **D, U, F, F, C, O**.
 For Level 23 enter **P, H, O, N, E, S**.
 For Level 24 enter **A, S, S, E, R, T**.
 For Level 25 enter **O, X, Y, G, E, N**.
 For Level 26 enter **J, O, Y, P, A, D**.
 For Level 27 enter **A, C, T, I, V, E**.
 For Level 28 enter **M, E, N, A, C, E**.
 For Level 29 enter **W, I, N, D, O, W**.
 For Level 30 enter **A, G, E, N, D, A**.

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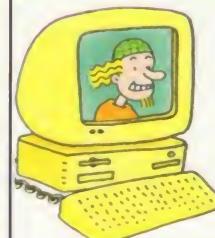
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Ape Escape: Pt 2

We hope you haven't just been sitting around, picking at fleas and scratching yourself since last month's batch of cheeky cheat tips. Go ape over *PSM*'s final installment...



LEVEL 15 – CIVILISATION: CRUMBLING CASTLE

With 21 monkeys to catch and Spectre to root out, this level's the biggest one in the game.

Slice the few onions that get in your way at the start of the level and stand by the fence near the cliff. Drop off the precipice for a monkey and bag the next one around the corner before heading up to the bridge.

Storm into the castle and whack the spinning tops,



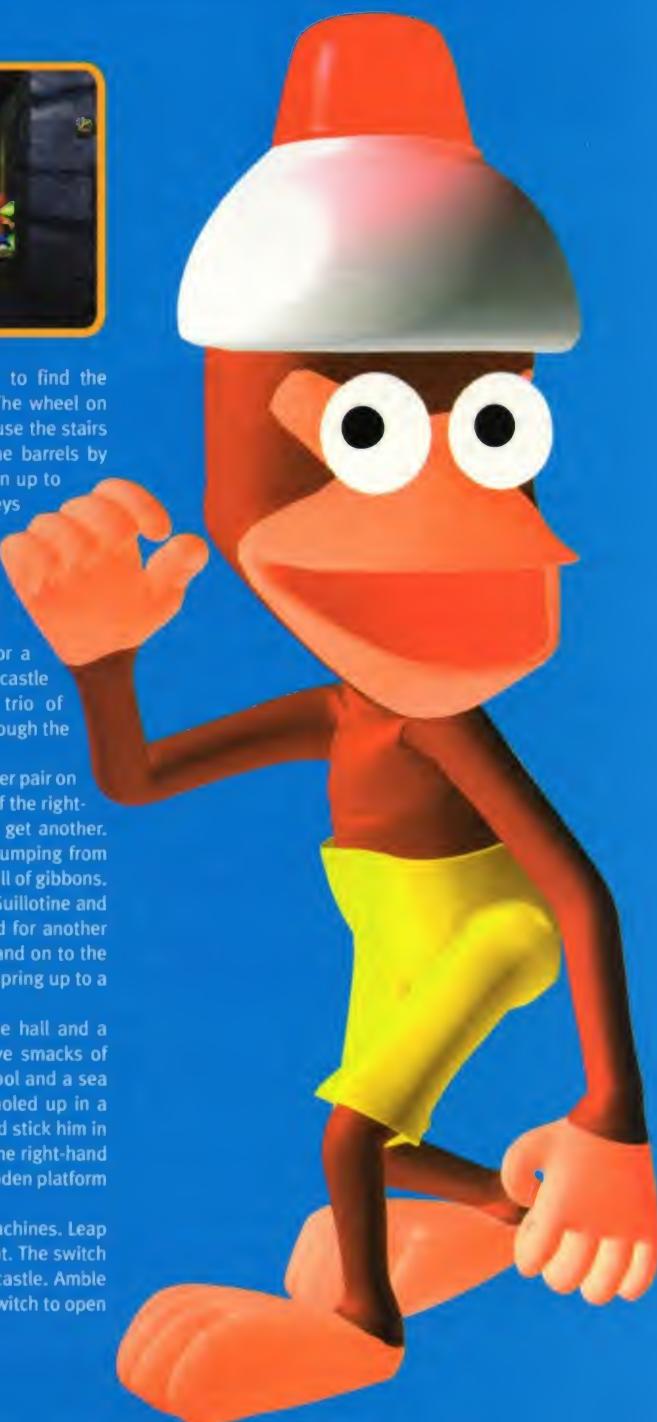
then head through the left-hand door to find the monkey messing about with his bells. The wheel on the left raises some pillars and you can use the stairs and the propeller to leap up. Dodge the barrels by staying on the right-hand side and run on up to the top of the building. A couple of monkeys are larking about on the chandeliers: grab them using the propeller and leave the castle, grabbing the gibbon hiding behind the door and the one on the battlements as you go.

Drop down on to the grass below for a monkey and make your way back to the castle gates. Thanks to skilfully bagging a trio of simians, you can now make your way through the newly opened door.

There's a chimp on the chair and another pair on the chandeliers. Bag the one at the top of the right-hand staircase and use the propeller to get another. Spin round and slide down to the left; jumping from halfway down here lands you in a room full of gibbons. Knock out the orange bird next to Mme Guillotine and slide down the slope to the ledge ahead for another monkey. Slip down the rest of the slide and on to the bouncing platform, from where you can spring up to a high platform and yet another baboon.

Dropping down here leads you to the hall and a knight who's guarding the entrance. Five smacks of your trusty staff lets you through to a pool and a sea monkey for you to net. Another one's holed up in a cell, but flick the switch to let him out and stick him in the net. Hop out of the water and on to the right-hand side of the wall, then leap over to the wooden platform (dodging the spikes), and jump the gap.

You'll find yourself in a room full of machines. Leap the cogs and bag the monkey on the right. The switch ahead opens the door at the top of the castle. Amble through the gate and hit the right-hand switch to open





the smaller gate. Walk into the tunnel and swing left at the end, dive into the water and you'll pop up at the bottom of the castle.

Jump up the ledges on the face of the wall and head up to the tower door. Spectre's here, but he'll kindly supply you with another boss to scrap. Stay out of his way and dart in for the kill. Five simple strikes of the staff and he's dead.

LEVEL 16 – BASE OF SPECTRE: CARINO CITY

There's a monkey larking around in a cage up the stairs to your left. Use the remote-control car to get him. Kill the wasps by the tree trunks and clamber up to get the gibbon by the boxing ring.

Ignore the monkey on top of the pipe for the time being and bag the one who's nestled underneath instead. A robot drops down on top of you, but five catapult hits will do the trick and you get an extra life for all your efforts.

Head up the steps to your right and drop down the hole where you'll find another monkey cage. The remote-control car can be used to flick the switch

and open up the gate. Now use the car to flick the switch up the staircase and watch as the platforms pop up. Jump over and use the car again to drive on to the switch through the gap in the next cage. Slide down the slope ahead for another monkey and dive into the pool for another gibbon who's hiding up in the sewer pipe. Dodge the barrels in the next room and use the propeller to get to the platform in the centre of the room. Fly up to the high ledge and net the monkey there, before jumping back on to the right-hand barrels and through the sewer pipe. There's another baboon at the top of the tree trunks to catch. Make sure you don't forget him.

Head straight back into the main bit of the level, to

the room with the rolling barrels. Catch the chimp in the treetops and leap over to the right-hand tunnel. Dive into the water and swim through the gap to the next monkey. There's a hole in the wall here you can use to get to the top of the waterfall. Bag the penultimate baboon on the top of the pipe and finally the one in a cage nearby. Level over.

LEVEL 17 – BASE OF SPECTRE: SPECTRE'S FACTORY

Hop in the armoured tank and shoot everything you see. There's a monkey holed up behind the wall opposite. Blow down the wall and bag him.

The next one tries to escape in a ship. Shoot him out and catch him as he falls. Keep on going until you reach the glass cage and use the car over the switches until you reach the other side. Dodge the rockets that the monkey's firing off and grab him.

Head through the door and on through the one on the right, dodging the swinging hammers, and smack the wheel in the centre. Make your way up the platforms and take out the robot before bagging





the monkey and hitting the next switch.

Head down the lift to the wheel, hit it and go back up and through the door. There's a monkey-controlled robot to dodge here. Just stand by the entrance and fire off catapult shots when he turns his back. Catch the gibbon when the machine explodes.

Skip over the spiked platforms and run through the tunnel, hopping up to the conveyor belts. There's a monkey on a ledge here – catch him and jump up to

the left-hand platform where another robot needs to be hit to get to the chimp inside.

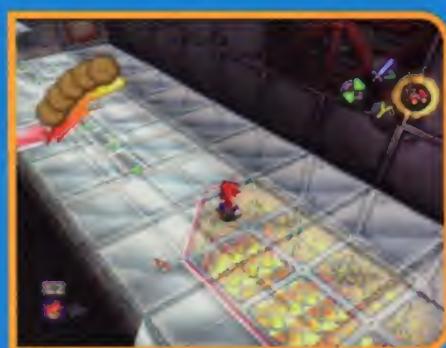
Head back to the revolving platforms, hit the wheel again and leap into the big metal ring. Next, jump on to the metal gauze and bag the baboon before dropping down and driving the car into the cage to get the final monkey.

LEVEL 1B — BASE OF SPECTRE: SPECTRE'S BUILDING

Trying to catch Spectre here is futile – he'll bugger off leaving you in command of a net full of monkeys. Bag the first and take out the fighter on the right.

Ambie back down the steps to the gap ahead and hover up to the monkey. Net another little ape and hit the switch to drain the water from the pond.

Dart down and use the prop to get to the monkey



the bars in place and catch the two gibbons hoisted up on the pipes. You'll open a glass door, which can be shot through to catch another ape.

The final chimp's down on the bottom ledge by the wind turbines. Again, leave the car on the switch and walk across – you'll be able to catch the monkey when you're hovering just above.

Drive the car on to the switch again and head through the left-hand door for the final showdown with Spectre, or rather another robot beast. The easy way to beat him is to use the catapult to shoot out the green switch when it appears.

LEVEL 1B — SPECTRELAND: SPECTRE SQUARE

The final level's made up of five mini-levels, but head for Western Land first. Bag the first ape on the roof by using the barrel to get a leg-up. The other lot are holed up behind the swing doors at the top of the building. Use the catapult and catch them when they fall.

Now, hit the Coaster. Leap over the gates and out of the roller-coaster to the left to bag the monkey who's on the grass.

Head up the stairs and rescue the professor's helper from the cage. Kill all the ghosts here and leap

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the fallen rod. To your left you'll find a cage holding a monkey; wait for him to open the gate by standing on the switch, and then net him.

Leave your car on the switch, leap over the platforms and you'll be able to drop into the coffin room and catch the three chimps. This also enables you to release the terrified woman.

Lastly, you've got the professor to find. Head up the bouncy platforms to the cage at the top and shoot at the elephant until he tumbles down. Use the propeller to drop down the cage and hit young Dumbo with the dash hoop five times.

You have now saved the professor, so it's time for the big showdown with Spectre. You'll find him in the Go Kart room.

Blow up the big car by smacking the green switch on the back three times and follow Spectre up to Sky Tower. Your first monkey is up on the platforms to the right; net him and slip down the slope to the ship to find a trio of sea monkeys lying in wait. Bag them to open the door ahead and walk through the cage on the right, where a catapult shot opens up another cage. Bag the monkey down there and the other two that are now flying around the entrance to the tower.

Head left through the door and smack the switch by the gate, before darting back the way you came. Clock



the cage on the right and drive the little buggy through a gap towards the moving platform, where you'll find a switch tucked around the corner. Bag the monkey and leap over the platforms to the green transporter beam for a shortcut up to the ledge above, and yet another chimp to add to the collection.

Leap off into the void and flick the two switches sticking out of the floor by standing on one and using your car to press the other.

Drop down the gap on the right (past the big monkey head) and hit the wheel to make the statue's eyes pop out. Bounce off the trampoline and use the propeller to get a lift up to the statue's eyes, then leap across to the other side for another pair of monkeys and a switch, which opens up the electric fence that was at the top of the stairs by the entrance. Head through the door up here.

Hit the robots with the catapult and bag the next monkey by the conveyor belt and another one up at the top of the tower. Flee from the tower, double-jumping on the rolling barrel and using the propeller to hop over to the next one.

At the revolving platforms, delicately balance yourself on the left-

hand side, make a huge jump over the ball and send the car through the metal box, parking it on the second switch along.

Now you'll be sent up another level and, by using the propeller to reach the platform opposite you, you can jump down and catch another monkey. Move the car off the switch and clamber up again – only this time, don't drop down. Flick one of your catapult nuggets over at the switch and hit the bird that comes flying your way.

Use the platforms that undulate from the walls and hobble along the walkway to the bouncy platforms, before leaping across to the rolling wheels ahead. Smack them hard enough and you'll summon a quick-moving platform that you can use to get up to where the wicked Spectre lies in wait.

Run around to the right, then run back towards the sub-boss. Hit him with your staff and repeat the cycle five times to finish him off before Spectre jumps in properly. He'll start firing all manner of wild weaponry your way; just stay under cover for a while, then start hitting the green flashing arm. Once both arms are beaten, you'll emerge the victor.

Prime, mate!



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SyphonFilter: Pt2

Don't leave Gabe abandoned – buckle up your flak jacket, strap on your BIZ-2 and finish the business you started last month. Rhoemer has it that there's some serious shooting going on...



LEVEL 12: RHOEMER'S STRONGHOLD

Pile on in and start whacking everything in sight. There's a guard below you toting a sniper rifle and another down and to the right. Shoot him and clamber through the frame for a flak jacket and PK-102. Kill the scientist and make contact with Markinson to figure out a means of injecting the patients with the antigen.

Follow the path full of boxes, ignore the door on your left-hand side and switch on the torch to have a little scan round the dark room for another flak jacket. A guard and scientist are just along the way – shoot them and rescue a few more patients in the lab ahead.

Head back down the unexplored route and into the south-west lab, where you'll be able to rescue another patient before killing the scientists in the western lab for a keycard.

Run back to the left-hand door you ignored before and charge through. You'll be able to open up the door in here and clamber through to a balcony with three windows leading off the route. Jump through the southern one first to kill the scientist, the north one next for the K3G4, then the middle one last.

Bear right, whack the guard and scientist and rescue the patient. Keep heading towards the right, shooting everything on the way and bag the second keycard that opens the library door.

Clamber upwards and you'll find you can shoot out a window from the top of a bookcase. Jump through and run across the bridge to the next smashable window, which you can use to get access to the shotgun box

below. There's a couple of guards to kill, of course.

Rescue the final patient and head eastwards from the lab, killing everyone you pass. Don't forget to pick up the next keycard from the bodies on the way.

Clamber up the boxes to the west until a guard pokes his nose round the corner. Shoot him out, then climb back down and dart into the dark room nearby. Hit the pair of guards and grab the K3G4 before climbing into the attic, where there are yet more guards to hit.

Use the keycard at the bottom of the staircase, clamber through the window frame and work round





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the ledge to the left. There's another window to the east. Drop through and pick up the gas grenade, then drop down the right-hand elevator. Easy. Ish.

LEVEL 13: STRONGHOLD LOWER LEVEL

Grab the flak jacket and smack all the guards on your way down the lift. There's a room at the bottom with a patient. Shoot the guard and inject the antigen.

Grab the shotgun and dart through the lab and down the stairs into the next room. Another patient's waiting to be rescued down the left-hand path.

Hop over the boxes and into another lab, save the patient and run back to the stairs. Bear west and it'll take you down an alley and through a back room. Kill all the guards along the way.

Go down the passage and behind the boxes, and you'll find the final injectable patient.

Head to the front gate and whack the guards who are ambling around. You'll need to use the boxes to hop up on to the balcony, where you'll find a flak jacket. Smash the window on the next balcony along, climb inside and make your way back to the first ledge and down the passageway there.

Hurtle over the bridge and shoot out the scientists in the lab to get hold of the keycard. Back on the second balcony, you'll find a door to open and a world of terrorists you'll have to have a shootout with.



Keep going through and into the lab to find another scientist with a keycard.

Hit the guards in the next section with grenades and head back down in the opposite direction until you reach a new balcony. Smack the guard and use the new keycard to get out of the door. Crack on to the cemetery balcony and use the ledge to make your way round to the ornamental balcony.

Shoot out the guards from the balcony and bag the K3G4 rounds, then keep heading down the alley until you reach the cemetery. Take it steady – there's a whole bundle of assorted bad blokes littering the area.

You'll eventually reach a set of stairs, which you can use to gain access to the underground catacombs and the next epic section.

section. Jump over the boxes and bear right to pick up some K3G4 rounds.

Rejoin the main path and use the box to access the rope that's swinging above. Flick the switch to turn off the electric fence and climb down from the other end of the ledge.

Warehouse 69 is the next point of call. Hop in through the window and shoot everyone who's around. Scan the bodies with the viral scanner, then blow up the barrels to make your escape. Open the gate on the electrified fence and head back into the secret tunnel to open another gate. You can run through to another pile of barrels and blow them up to take out the guards. Your next target is the building on the right with the two windows.



LEVEL 14: STRONGHOLD CATACOMBS

Head down the left-hand side and shoot out the guard for the flak jacket and shotgun. Crawl forwards and lob a gas grenade at the pair of guards in your way.

Follow the scientist until he disappears into the cell, and then follow him in to find out about a plot twist.

Follow Phagan, protecting him from the guards, and dart down the stairs shooting out any guards that you stumble across. The pair of you will head for Lian Xing's cell. Remember – only if you release her can your little trio can escape the jaws of the catacombs.

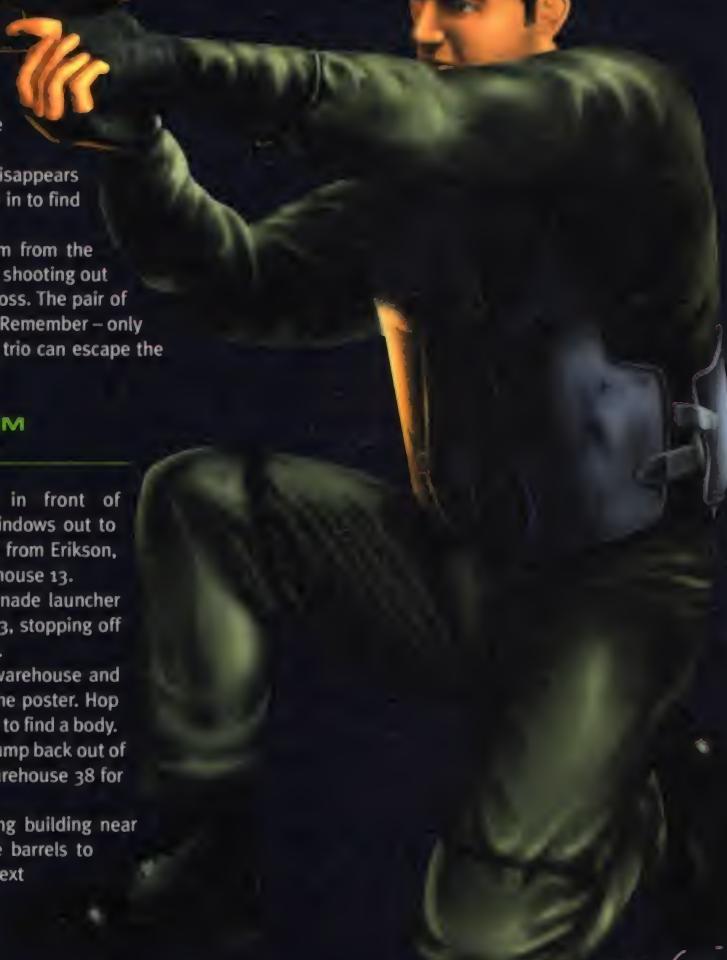
LEVEL 15: PHARCOM WAREHOUSES

Head towards the building in front of Warehouse Seven. Shoot the windows out to get inside. Bag the viral scanner from Erikson, then use the map to get to Warehouse 13.

Break in and pick up the grenade launcher before heading for Warehouse 23, stopping off at the grenade shed on your way.

Bag the BIZ-2 gun from the warehouse and clamber up on to the ledge by the poster. Hop through the window and bear left to find a body. Sweep it with the viral scanner, jump back out of the window and head over to Warehouse 38 for another body.

Head over to the plain-looking building near Warehouse 36 and blow up the barrels to reveal a tunnel down into the next

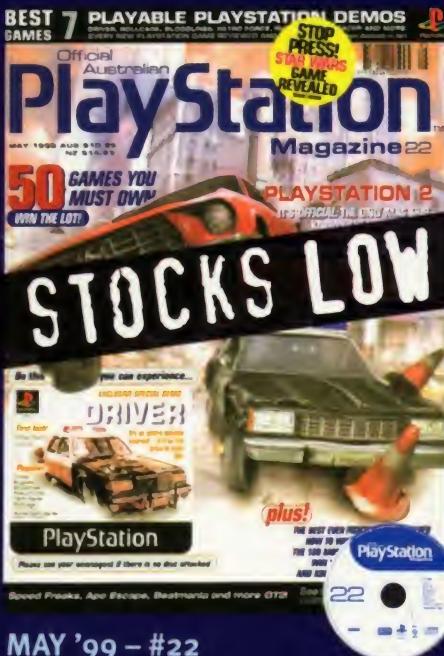


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► LEVEL 16: PHARCOM ELITE GUARDS

Kick off from the tunnel that leads into Warehouse 76. The bodies are in Warehouse 82 (use the passage behind the white box in 85 to get there), Warehouse 74 and on a roof leading from an unnumbered warehouse (just up from the green container – swing from the bar near the warehouse to access it).

Shoot out the guards and pick up all the weapons and ammunition you can. Dart back down the tunnel and shoot out all the barrels, or else they'll explode

too close to you for comfort. Bear left and dart into Warehouse 76 – the one on the right.

LEVEL 17: WAREHOUSE 76

You've only got 15 minutes to get to the lift. Bag the flak jacket on the ledge behind you and head off to Warehouse 76. Dart in through the door on the right and shoot the guard, then take the left-hand door and hit the barrels to kill the guard. You'll be able to pick up the sniper rifle from here.

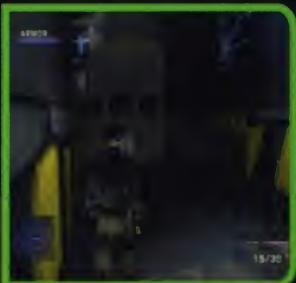
Grab it and clamber up the ledge near the first guard and roll through the hole. Hop down and scramble up the big container on the right until you find the bridge, which you can use to pull yourself up.

Run across the bridge before it collapses, hang off the remaining section, then drop off it. You'll find a couple of rooms here – one contains a BIZ-2 and the other a flak jacket.

Give Lian a bell, then climb up the boxes in the next room to the ledge. You'll find a number of rooms up here, but keep going straight through until you reach the fork in the path. One path looks blocked, but you can actually hop over the boxes to get through. Head over the bridge towards the white container, where you'll find a couple of grenade launchers. Bag them and go back to the bridge.

Head back to the fork in the road and take the direction of the other path. There'll be a number of guards to hit here, then you can roll through the hole that's behind the white container.

Bear right and scramble over the boxes, then head to the corner of the white container and up on to the bridge. Pick up the M-79, but don't try and cross the bridge completely because it will collapse. Roll back through the hole and head south until you find another gap – just past some containers on your right. Climb up on to the bridge where the bad guy is and climb down the other side into the next room. The viral scanner will show you where the elevator switch is. Shoot it, and then hop in the lift.



LEVEL 18: SILO ACCESS TOWERS

Pick up the flak jacket and head straight for the bridge, where you'll get a call. Take a message and head down the right-hand route, where you'll find another bridge. Peering over the edge you'll see some

boxes you can use to clamber down to the bottom. From here, you'll have to climb up another pile of boxes to a ledge, and from there up to a bridge where you'll find a flak jacket on the right-hand side. Run over the next bridge and smack the elevator switch.

Use the red pole to climb up to the ledge and you'll find a grenade launcher. Grab it and climb up the boxes near the control panel. You'll end up in a tunnel with red lights. Push the power switch at the end and head back down to the control panel, where you can go down in the now-operational elevator.

At the bottom, run down the tunnel and bear right at the end to find another elevator switch. Hit it and go up in the lift. Don't worry about the next lift, just dart off in the opposite direction and avoid the earth tremors when they hit. When the ground has stopped moving, rush across the bridge and find the power room, where three control panels have to be hit.

LEVEL 19: TUNNEL BLACKOUT

Switch on your torch to get up to the ledges, but don't dangle there or the guard will spot you. Hang on to the red bar, shuffle left, and drop down to

another ledge. Carry on dropping to the bottom, take out the six guards there and turn on the torch again to find your next route up.

Clamber up the elevator shaft and pick up the night-vision rifle in the box at the top. Shoot the bloke on the first bridge and cross over the next one. Send a grenade over the next bridge and you'll find a white door marking the silo entrance.

LEVEL 20: MISSILE SILO

You'll have to be a bit fleet of foot here because there's a time limit on the level that doesn't show up on screen. Climb over to the other side of the rocket and smack the guard, then take the lift up to level three, where you'll be able to climb across to the rocket by way of the bridge.

It's now that you'll see the timer and you'll notice you've only got a meagre three minutes to complete your set of tasks. Dash back to the elevator before the gate crashes down, rolling under it if need be. Then head back to the lift where Rhoemer was, and get down to level two.

The mission control room is the place you want to be, taking out five soldiers along the way. Grab the keycard from a pair of scientists and hack into the mainframe room. Another five guards need to be disposed of, but try to keep running and flick the computer switch. It's on the right of the map.

Time's up for the final showdown with Rhoemer. You'll need gas canisters to beat him, so pick up the ones on the ledge. Hole up on the ledge for a while, because Rhoemer can't get at you there, and wait. As soon as he shows up in front of you on the radar, lob a canister down. Keep going and he'll eventually die.

World safe, game over.



SHOOTING GALLERY

Syphon Filter being a shooting game, you'd expect to stumble across a whole arsenal of guns while playing, wouldn't you? You'd be right.

The best weapon to pack is the BIZ-2. It's got great firepower, as well as being a quick reloader, so you can dispatch soldiers that little bit more rapidly. Trouble is, you ain't gonna see it until at least the 15th level, so you're better off sticking with the HK-5, which is more than powerful enough to do the job.

The grenade launcher and shotgun are pretty impressive pieces of equipment too, especially for blowing barrels sky-high – the down side being they're a little slow at reloading.

The taser's a grim bit of electrical wizardry that's best used when you need to sneak around the level. It won't work on flak-jacketed people though, so use with caution.

Any of the assault rifles are great for gunning people down as they try to run away, but they're not much cop in the more tense scenarios when real power is required.

Gas grenades are an excellent way of wiping out a large number of soldiers. Just make sure you're facing downwind or you'll end up with a mouthful of noxious fumes yourself.

grey matter

grey matter

Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 100.



Title	Style	Price	Icons	Description	Score
A Bug's Life	3D platformer	\$69.95	①	Slow-paced, colourful platformer that young kids will love	7
AFL 99	Aussie Rules	\$89.95	② ④	The quintessential Australian game finally on PlayStation, and it's great fun	7
Alien Trilogy	First-person shoot 'em up	\$39.95	②	Doom clone with emphasis on intellect and agility	7
Alundra	RPG	\$79.95	②	Zelda for the PlayStation – compulsively addictive	8
Apes Escape	3D platformer	\$69.95	② ①	The monkeys will drive you bananas in this challenging platformer	9
Anna Kournikova's Smash Court Tennis	Tennis sim	\$59.95	② ④	Cute, fun, tennis action – multiplayer mode is a winner	8
Apocalypse	Shoot 'em up adventure	\$89.95	②	Bruce Willis in gun-toting, heroic, 3D sci-fiing adventure	8
Bloody Roar 2	Beat 'em up	\$89.95	②	A fine, quick, responsive fighting machine to unleash the animal in you	8
Bust-A-Groove	Dance 'em up	\$69.95	②	If Saturday Night Fever were a game, this would be it	8
Bust-A-Move 4	Puzzle	\$89.95	②	Simple yet infuriatingly addictive puzzle game	8
Chicobo Racing	Kart racing	\$69.95	②	A finger-lickin' good kart racer. Great fun against a buddy	7
Chessmaster 2	Chess sim	\$89.95	②	If you want to learn or play chess, look no further than this	8
Circuit Breakers	Dinky racer	\$79.95	② ④	Clever top-down racer for four players	7
Colin McRae Rally	Rally sim	\$49.95	②	A compulsory purchase for all racing fans	9
Colony Wars: Vengeance	Space combat	\$59.95	②	Challenging and compelling space combat	9
Command & Conquer	Strategic warfare	\$39.95	①	Military strategy on a very small scale	8
Death Riders 3	Snowboard racer	\$69.95	②	Extreme downhill snowboard racing and trickery	8
Crash Bandicoot 2	Platformer	\$39.95	①	The best value-for-money platformer on the market	9
Crash Bandicoot 3	Platformer	\$69.95	①	Lots of variety and brilliant fun for fans of the bushy-tailed marsupial	9
Croc 2	3D platformer	\$79.95	②	Reptilian fun complete with gobos, special challenges and even boat racing	8
Dead or Alive	Beat 'em up	\$69.95	②	Another interesting slant on the fighting game	8
Deathtrap Dungeon	3D adventure	\$89.95	①	A solid, well-designed 3D adventure	6
Destruction Derby 2	Racing game	\$39.95	①	Great value crash-and-smash racing	8
Devil Dice	Puzzle	\$59.95	⑤	Eccentric puzzler which intrigues and frustrates	8
Die Hard Trilogy	Arcade adventure	\$39.95	①	Three good games for the price of one	8
Doom	First-person shoot 'em up	\$29.95	①	The classic spooky first-person blaster	8





6

Title	Style	Price	Icons	Description	Score
Driver	Car chaser	\$89.95	(red)	A new concept in driving games—gorgeous to look at, satisfying to play.	9
Duke Nukem Time To Kill	First-person shoot 'em up	\$69.95	(red) (green)	Humorous but violent 3D blaster	8
Everybody's Golf	Arcade golf	\$89.95	(red)	One of the best sports games you can buy.	8
Evil Zone	Beat 'em up	\$89.95	(red)	Girl power hits the fighting circuit	8
FIFA 99	Soccer sim	\$79.95	(blue) (red) (green)	Stunning visuals and lots of fun to play.	9
Final Fantasy VII	RPG	\$39.95	(red)	The best role-playing game ever made	10
Fluency	Interactive music	\$69.95	(red)	Relaxing aural and visual post-club fare	7
Formula 1 '97	Motor racing sim	\$39.95	(green)	This is Grand Prix at its best	8
Gekko: Deep Cover Gekko	Platformer	\$89.95	(red)	Great-looking platformer with a sense of humour	7
G-Police: Weapons Of Justice	Flight-sim/shooter	\$69.95	(red) (green)	Great dogfighting and flying gameplay – an excellent sequel to the original	8
Grand Theft Auto	Open-world sim	\$39.95	(red)	Controversial and addictive car-bash sim	8
Gran Turismo	Sports car racing	\$39.95	(green)	The best racing game ever made.	10
International Track & Field	Athletics sim	\$29.95	(blue) (red)	Finger-tapping multiplayer sports frenzy	7
ISS Pro '98	Soccer sim	\$79.95	(red) (green)	The best soccer sim on the planet	9
Japan Rugby League	Rugby sim	\$89.95	(red)	The best (and only) rugby sim out there	8
Kensei	Beat 'em up	\$89.95	(red) (green)	Not flash-looking, but packs a punch	9
KKND: Krossfire	Strategic warfare	\$89.95	(red)	Fascinating Australian-made warfare strategy game	9
Knockout Kings	Boxing sim	\$79.95	(red)	The top boxing sim at the moment	5
Kurunith	Puzzle	\$69.95		An enthralling mental workout for PlayStation owners	8
Legacy Of Kain: Soul Reaver	3D adventure	\$89.95	(red)	Tomb Raider with vampires	9
Madden NFL 99	American football sim	\$89.95	(blue) (red)	American-football game that appeals to everyone	8
MediEvil	Arcade adventure	\$39.95	(red) (green)	Fun and very playable adventure romp	7
MDK	Third-person blaster	\$49.95	(red)	An intelligent, fun and ground-breaking blaster	9
Mechwarrior 2	3D combat strategy	\$89.95	(red)	Gripping blasting between lumbering robots	9
Metal Gear Solid	Sneak 'em up adventure	\$89.95	(red) (green)	Simply the best game ever made	10
Micro Machines 3	Dinky racer	\$49.95	(blue) (red)	Cute and addictive mini racing action	9
Monkey Hero	RPG/arcade adventure	\$89.95	(red)	Simple and satisfying adventure – a perfect introduction to RPGs for youngsters	8
Mortal Kombat 3	Beat 'em up	\$89.95	(red)	A fun, old-style, gory beat 'em up	8
Motorhead	Racing game	\$49.95	(green)	Underhanded futuristic arcade racing game	9
Music	Music creation	\$79.95	(red)	Proving that music really does sound better with you	9
NBA Live 99	Basketball sim	\$89.95	(blue) (red) (green)	The best basketball game on the PlayStation	9
Need For Speed: High Stakes	Racing game	\$79.95	(red) (green)	Race the cops on open roads in high-performance sports cars	8



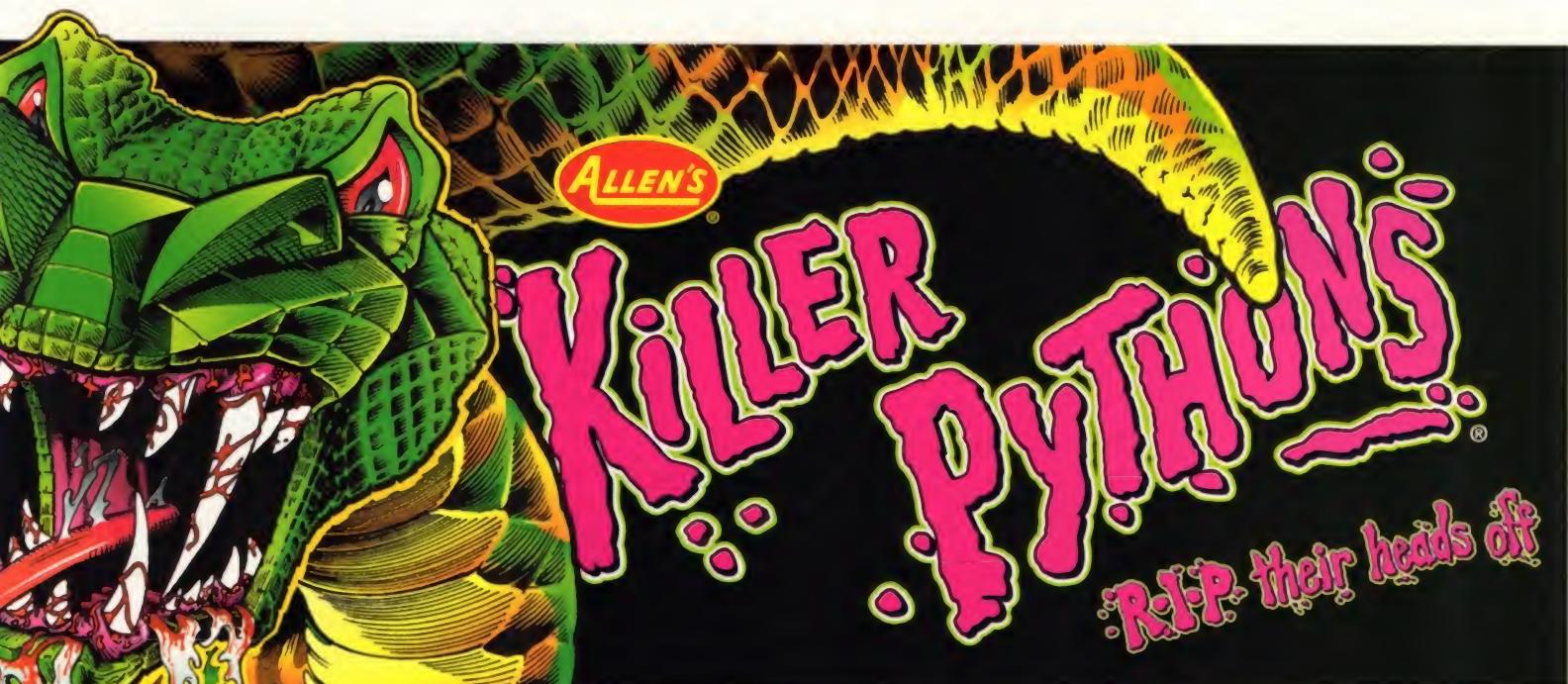


Title	Style	Price	Icons	Description	Score
NHL 99	Ice Hockey sim	\$79.95	8	The best ice hockey game on the market	9
Oddworld: Abe's Exoddus	Platform adventure	\$69.95	2	More engaging and quirky platform adventuring	8
Oddworld: Abe's Oddysee	Platform adventure	\$49.95	1	Filled with bright ideas and originality	9
Omega Boost	3D shooter	\$59.95	1	The best 3D shooter available on the PlayStation	8
Parappa The Rapper: Rap 'em Up		\$59.95	1	Great fun for adults and ankle-biters alike	8
Player Manager 99	Soccer management	\$79.95	1	One of the best soccer management titles yet	8
Point Blank 2	Lightheaded puzzle	\$59.95	8	Highly addictive puzzle game with a jaw	7
Porsche Challenge	Sports car racer	\$39.95	2	A great sequel with the Doctors	7
Rage Racer	Sports car racer	\$39.95	1	Fabulous arcade racer with sick visuals	7
Resident Evil	Scary adventure	\$49.95	1	Chilling and gory action with fiendish puzzles	9
Resident Evil 2	Scary adventure	\$49.95	1	More horrific, zombie-filled, 3D adventuring	10
Re-Volt	Arcade racer	\$89.95	4	Radio-controlled racing madness through urban-fantasy worlds	7
Ridge Racer Type 4	Arcade racer	\$79.95	1	The finest arcade racing game that your money can buy	9
Rival Schools	Beat 'em up	\$89.95	2	Perfectly balanced fighter – great two-player mode	9
Rollcage	Fusogenic roll	\$89.95	2	Fast and furious, it's Wipeout on wheels	9
R-Type Delta	Shoot 'em up	\$89.95	2	Retro blasting to make you weep with happiness	8
Shane Warne Cricket	Cricket sim	\$89.95	4	Joy as cricket comes to the PlayStation	9
Silent Hill	Horror adventure	\$89.95	1	Plenty of gory stuff packed into this disc – don't play this game alone	8
Soul Blazer	Beat 'em up	\$39.95	2	Hack and slash 'em up fighting	9
Speed Freaks	Kart racing	\$69.95	4	Cheerful multiplayer racing game with colourful characters and tracks	8





Title	Style	Price	Icons	Description	Score
Sly 3: The Dragon	Platformer	\$49.95	①	Outstanding 3D platformer with much charm	8
Star Wars: The Phantom Menace	3D adventure	\$79.95	①	Accurate and compelling simulation of an amazing movie	9
Street Fighter Alpha 3	Bat 'em up	\$49.95	②	The best of the Street Fighter bunch	9
Street Skater	Skating sim	\$79.95	②	An original, solid, although unashamedly arcade effort	8
Super Puzzle Fighter 2	Puzzle	\$49.95	②	Hilariously mad Japanese puzzle entries	6
Syphon Filter	3D adventure	\$69.95	①	Multiple objectives keeps this espionage game interesting	8
Tekken 3	Bat 'em up	\$39.95	②	The Tekken line is back all beat 'em ups	10
Time Crisis	Lightgun adventure	\$39.95	①	The grooviest, bloodiest lightgun adventure	9
TOCA: Touring Car Championship	Motol racer	\$39.95	②	Amazingly realistic and detailed racing car sim	9
Tomb Raider	3D adventure	\$39.95	①	The original 3D adventure with Ms Croft	9
Tomb Raider 3	3D adventure	\$89.95	①	The perfect balance of action and exploration	9
Twisted Metal 2	Crash 'em up	\$39.95	②	Smash cars up across Europe for fun	9
Umi Jammer Lagoon	Musician party game	\$59.95	②	The wacky sequel to Parasite with a collection of guitar-based tunes	8
V-Rally	Rally racer	\$49.95	②	Tricky and varied rally racing game	9
V-Rally 2	Rally racer	\$89.95	④	Unprecedented quality in a rally game with that racing through	10
Vigilante 8	Driving combat	\$89.95	②	Funky car chases and blasting action	9
Warhawk 2100	Real-time strategy	\$89.95	①	3D graphics and gameplay are unprecedented in this genre	9
Wild Arms	RPG	\$59.95	①	Slick and polished RPG for true fans	9
Wipeout 3	Futuristic races	\$79.95	②	A great looking tour over an excellent pumping soundtrack	10
WWF Attitude	Wrestling	\$89.95	④	Slap on some oil, throw on some fancy clobber and may the wrestling begin...	8



on the cd



anteced



Publisher: Sony

Style: Future racing

Demo type: Playable demo

Wipeout 3

The original *Wipeout* kick-started the era of the PlayStation. Thousands spent far too long sitting close to their TVs, The Chemical Brothers blaring as they flew their craft – and it seems like we can look forward to more of the same, but even better. The demo illustrates one of the many split tracks that have been put into the game. One of them is a short cut (but it may not necessarily be the best route to take), while the other is packed with weaponry.

Controls

- – Accelerate
 - – Discard weapon
 - – Fire weapon
 - ▲ – Change view
 - L1 – Rear view
 - L2 – Left airbrake
 - R1 – Hyper-thrust
 - R2 – Right airbrake

Additional features

Further information



Step 3: Cue Sony, PlayStation and then Powerline logos. Finally the game name flashes on a blue background. Like this.



Step 4: Scroll left and right with the D-Pad to select other demos and then press **Start** to play.



Any problems, just pop your disc in an envelope to the address above and we'll send you a replacement.



Publisher: Sagu

Style: Rock/rap music game

Demo style: Pleasurable demo

Um Jammer Lammy

How many other games can you think of where a dog fireman and an ex dojo master with an onion for a head can provide such finger-kicking entertainment? Nada. It takes a lot of courage to make a game that, in culinary terms, is like creating banana-flavoured cheese. But just because it's different, doesn't make it any less enjoyable. In the demo, you and your opponent take it in turns to battle with a canine fireman who's hot stuff in more ways than one. It's pretty simple really, just tap the buttons as they appear at the top of the screen when the face of your character appears in the box. If you're feeling kind of funky, freestyle. You may not have the talent of Hendrix but, with an amusing wig and *Um Jammer*, you'd make a respectable substitute.

Additional features

Further information





Publisher: Codemasters
Style: Mountain bike racer
Demo style: Playable demo

No Fear Downhill Mountain Biking

Yet another first for the PlayStation. You get to hurl yourself and your bike down treacherous trails as fast as you possibly can, and you don't even have to break into a sweat. As ever with racing games, the weather plays an important role – terrain can change almost instantly with a shower of rain. There are also plenty of tricks to try out, with a specific trick trail being featured in the complete version. This tempting morsel offers you a walk in the woods – metaphorically, of course. Realistically, you'll be peddling your little socks off as it's action all the way. Just watch out for trees. They have a habit of jumping out at you...



Controls

- – Pedal
- – Jump
- – Front brake
- △ – Back brake
- R2 – Change camera

Additional features

In the full version of the game you'll be able to modify your bike. There are eight characters (two of them are hidden) and each has individual settings of balance, power, recovery rate and stamina. There are ten locations – each incorporating three levels – for riders of different abilities.

Publisher: Infogrames
Style: Spy action/adventure
Demo style: Video

Mission: Impossible

"Da, da, daa-dah/da, da, daa-dah/Da-da-dooo!" If ever there was a game that makes you want to shimmy down a drainpipe, this is it. *Mission: Impossible* captures the spirit of the life of a superspy perfectly. You'd think, as an undercover agent assigned to a mission he's unlikely to return from alive, Mr Hunt would take the utmost care, using all his cunning to avoid the line of fire. Well, you'd be wrong. Special agent Ethan Hunt sees more action than Ned Kelly in his prime.

Publisher: BT Interactive
Style: 3D adventure
Demo style: Video

40 Winks

Strange things can happen when you climb under the covers. GT's after-dark adventure follows the nocturnal activities of twins Ruff and Tumble. The tired twosome find themselves caught in an unconscious world, where dreams are very real. You join them as they try to save the Winks (the creatures responsible for making you dream from the Evil Nitro Kap (masters of nightmares). It may sound like child's play, but then, so didn't playing with a giant orange bandicoot? Set to be one of this year's biggest hits,



Publisher: Sony
Style: Arcade shoot 'em up
Demo style: Playable demo

Point Blank 2

Finally, another game to use with your G-Con 45. Although the game is designed for use with the Lightgun, you can also play using a joypad as Dr Dan and Dr Don draw you into all kinds of shooting shenanigans. In the demo, although two others are shown, you are able to play the Advanced Arcade Mode which you can select using X. There's also the option of a Two-Player Mode. Both will put your shooting skills to the test through a number of stages. Miss too often, or shoot the wrong thing, and you will automatically fall the stage. Happy hunting.

Controls

- (if using a joypad) – Shoot

Additional features

Point Blank 2 features heaps of playing modes to keep you very busy, including Theme Park Mode (an action game with an RPG element where the player must rescue a damsel in distress) and Party Play Mode which enables up to eight players to compete simultaneously.

Further information

Shoot to PSM 26 and see why we gave *Point Blank 2* a 7/10.



Publisher: Codemasters
Style: Soccer management
Demo style: Video

LMA Manager

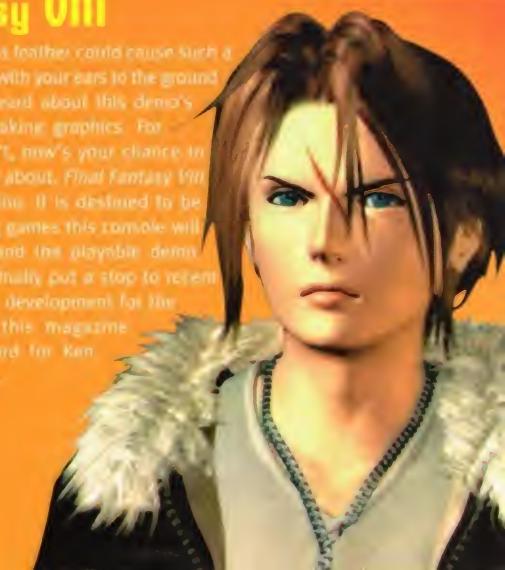
As the first soccer management game to be designed exclusively for the PlayStation, *LMA Manager* intends to set a new benchmark. It's also the first title of its genre to accurately detail every team, strip and player in the 1999/2000 season. This fast-paced demo illustrates the active nature of the game. *LMA* has moved away from the old-style management sims, where most of the player's time was spent shuffling numbers, to create an involving game.



Publisher: Sony
Style: RPG
Demo style: Video

Final Fantasy VIII

Who'd have thought that a feather could cause such a commotion? Those of you with your ears to the ground may well have already heard about this demo's contents and its breathtaking graphics. For those of you who haven't, now's your chance to see what all the fuss was about. *Final Fantasy VIII* has finally come to fruition. It is destined to be one of the most stunning games this console will ever see. Perhaps this and the playable demo that's coming soon will finally put a stop to recent concerns about a lack of development for the PlayStation. Now, put this magazine down and thank the lord for Ken Kutaragi. And gundalax.



FAQ

Got a question you just have to get the answer to? Join the club. Here's the top PSM queries of this month...

Q: I've just subscribed to the magazine and I'm wondering if I'm going to receive next month's issue.

A: If you get all your details to us very early in the month, there's usually no problem in starting your subscription from the following month. This month, if you get it to us by Monday, October 11, you'll receive the November 1999 issue. Otherwise, your 12-month subscription will commence from the following month, so you'll have to make one last trip to the newsagent.

Q: Can I please have some cheats to AFL 99?

A: Err, no. Sorry. EA didn't put any cheats in the game. You know, if it's in the game, it's in the game. Or something.

Q: Even though you gave *Capcom Generations* 5/10, I went to relive my childhood memories of playing 1942 and *Ghosts and Goblins* down at the local milk bar. Why isn't it out like you said?

A: It got delayed after we went to press. Sorry about that, it's out now. If you have any trouble finding a copy, try Blockbuster, or give Ozisoft a call on 1800 060 605. Ozisoft will point you in the right direction, and try to convince you to buy *Soul Reaver* while you're at it.

Q: Will the next PlayStation be able to use the link cable with the old machine?

A: We don't know yet. But we doubt it, because the link cable seems out of favour now.

Q: Any idea how much games for the PlayStation 2 will cost? Will this effect prices of the old PlayStation games?

A: Sony thinks PlayStation 2 games will cost about the same as they do today, but is keen to see games eventually cost much less, more in line with music CDs. We suspect games that come out for the PlayStation after PlayStation 2 is released will cost less.

Q: When is the Pocket-

Station being released?

A: I'm afraid it looks increasingly likely that the PocketStation won't be released anywhere in the world outside Japan due to production problems.

However, Sony is still hopeful they can release a new, improved PocketStation for the launch of the PlayStation 2 next year.



Are you bursting with lust for Lara? Being driven mad by *Speed Freaks*? Totally blown away by *Metal Gear Solid*? Well, put your joystick down and tell us about it. Write to PSM at: Feedback, Official PlayStation Magazine, GPO Box 4089, Sydney, NSW 1028.



The Games That Time Forgot

Thank you for writing Little Known Gems in PSM 26. Why don't companies re-release these games? They have already spent time and money developing them so surely they wouldn't cost that much to produce.

Secondly, how about a second opinion on the reviews of games (*The Movie Show* style)? The review of *Syphon Filter* has not reflected the game at all. I nearly didn't get it! It out-scores *Metal Gear Solid* in most aspects, especially the menus and exceptionally hard bosses.

Ross Gage, via e-mail

There's not much chance of companies re-releasing games that didn't sell first time around. Marketing and distribution costs would be prohibitive. As for two reviewers, we don't see the point of wasting space having two people saying the same thing. We'd rather have an in-depth analysis of the game. But we do get as many of the PSM team as

possible playing each game so that we can get a consensus. I'm not quite sure which *Syphon Filter* review you read, because we gave it 8/10 in PSM 24 and a big thumbs up!



Sadly Deluded Pirate

People shouldn't make such a big deal about pirating. Pirating is such a harsh term - "pirating" is perfectly legal. It is only illegal when people start distributing the things. Of course I'm happy to fork out full price for *Final Fantasy VIII* or *Wipeout 3*,

**G O O D
SHOUT**

The End is Nigh

OK, I admit that my expectations might be too high, but I have a question for experts such as yourselves.

Why do game developers put together games that are really enjoyable and interesting to the eye and mind - only to completely disappoint when it comes to the games' endings? I recently hired *Silent Hill* and *Syphon Filter*, which I've finished and I loved the gameplay up until their lame, pathetic endings. Believe me, I felt pretty ripped off.

Great gameplay and graphics do not make up for piss-weak endings and I'm not the only one who would have this gripe; I'm sure. Get a clue and think about your storyline right through to the ending and you'll sell more games, Konami and 989!

Mandi Lowe, SA

PSM couldn't agree more.

but if I want a game not too badly, I'll hire it and copy it. I don't sell copied games so therefore I'm not a pirate. People immediately assume CD burners are pirates. I am doing a legal thing. You can see my point, can't you? It saves money. It's not really a bad thing until people sell the games. That's what you have to stop - not copying the games.

Name and address withheld to protect the not-so-innocent.

I'm afraid you are deeply mistaken. You are hurting the videogames industry just as much as companies selling pirated games. What you are doing is illegal - harsh penalties apply. Copying might save you money, but it is costing this

Industry millions, giving publishers less motivation to release innovative product as well as costing jobs in games manufacturing, publishing, distribution and retailing. We suggest you wake up and smell the coffee.

Silent Hillbilly

I've just finished playing *Silent Hill* and I absolutely loved it! I own both *Res Evils* and in my opinion *Silent Hill* was much scarier. The freedom of movement in a 3D area but with limited vision was a brilliant effect.





ask nino

Sacred PlayStation master Nino brings enlightenment to the gaming faithful.

Q: I'd love to develop my own games. If you know anyone who has a Verzote, please let me know.
Matthew Mackereth, NT

R: The Verzote is not available from Sony anymore, but if anyone has a Verzote kit they would like to sell, please contact us and we'll get you in touch with Matthew.

Q: In *Metal Gear Solid*, how many ratings are there?
Rob Heron, NSW

R: There are 12 ratings for each of the four difficulty levels. Now I think I'm hard. Big Boss is really, really extreme. The ratings depend on how often you've spotted how many enemies you kill, how much damage you've done, how quickly you finish and how many times you survive.

Q: What will be the last game made for the PlayStation and the first for PlayStation 2?
Oliver Horton, Vic

R: There'll be many games produced for PlayStation after the PlayStation 2 is released because of PlayStation's backlog of compatibility. The new console will probably have a handful of titles when released in Japan, and many more when released in Australia around Christmas 2000.

Q: Your great magazine looks a lot more professional. I especially like the demo disc. Who makes them for you and who decides what goes into them? I noticed that putting the mega together is starting to form a picture. Is it going to be a *Hiller Python* ad?
Dave, VIC

R: The demo discs are manufactured in Australia and Sony in the UK decides what games are going to be featured. Yet, the folks at Hiller's gave us an unlimited supply of *Hiller Python*, so we thought we'd put a puzzle picture on the spine.

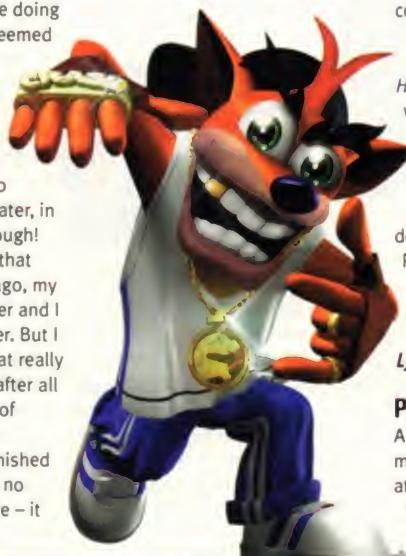


► And the music...oh God, my heart was jumping at every sudden noise! The only thing I didn't like about it was the crappy voice acting. But I agree that it is definitely not a game for kids. I think that because it received a good review, it should be featured on the demo disc (not for me but for everyone else) but with a warning label of M15+. Anyway, now I'm heading back to the Silentest of Hills to get the weird alien ending (and the blaster gun!). Oh yeah, I just thought I'd add this in...I'm female and I love gory games. It's not just for guys!
Kim Adams, via e-mail

Sifting through *Syphon Filter*

What are you people doing to me? After what seemed like months of sweating, cursing, nail biting and insomnia, we finally clocked *Syphon Filter* only to find a week or two later, in *PSM* 26, a walk-through! Bah, if only we had that damn thing weeks ago, my nails would be longer and I would've slept better. But I have to say that what really pissed me off was, after all the hard work, lack of sunlight and bodily neglect, when we finished the game there was no flashy FMV sequence – it

just went back to the beginning. Did we do something wrong? Did we miss something? Or are the developers just lazy bastards? Just a tip to everyone else – I found that if you shoot the guards in the knackers with the sniper rifle, they tend to run really funny. No flak vest down there, Sergeant. Apart from that, you've got a nice little magazine there. Well done.
Mark Zweck, via e-mail



WHAT IF?

Hello to all of you out there. I have been watching the Pan Pacs and the Bledisloe Cup and what I think is a very interesting thought occurred to me. Since some producer or other will make a Sydney Olympics game for the PlayStation, what about holding an event where selected people (maybe chosen by drawing their seat number or having a pre-selection of some of Australia's best gamers, or maybe gamers from other countries) could play the Sydney Olympics game actually in the Olympic stadium? It could be played using the big screen, so that all the people in the stadium could watch the competition.

I know for sure that this would be a dream come true for hard-core PlayStation gamers who are excellent at playing such games, and have hopes that some day they could represent Australia doing something they're good at. So please, *PSM*, could you pass along this idea so that, maybe next year, ordinary PlayStation fans could become Olympic Champions.

P.S. Thanks for the fantastic Anna Kournikova poster. She's already waiting for me in my room. It's so sad for Spike from *Ape Escape* because he's going to be facing the wall for a very long time. Keep up the good work, guys!
Anon, via e-mail

Final Fantasy VII at number eight, when it should be at least in the top five or even the top three. You guys have really bad taste in games.
Nuttall, via e-mail

Nutter would be more fitting. It's the *Readers Top 50 Games*, with over 2,000 readers voting. Seems most people disagree with you.



Old School

I am writing to people like M. Westwood and Mohamed B who complain about older games like *Tetris* and *Frogger*. In our house, my husband and I are in our mid 30s, with two teenage daughters and another two daughters aged 9 and 11. Since I'm not as well coordinated or as quick as the kids, while they enjoy *Tomb Raider*, *Hercules*, *Spyro* and *Crash* or while my husband plays car-racing games, those games made "donkey's years ago" suit me well. There's a saying, "if you don't like it, don't buy it". Remember, it's not just teenagers who play.

Thanks for the demos, keep them coming.

Lyn Christ, NSW

PlayStation Conversion

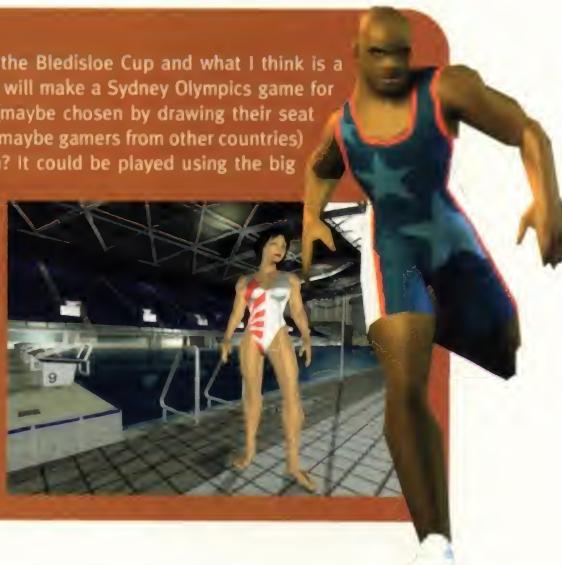
A strange thing happened to me the other day. I was over at a mate's place getting my first taste of *AFL 99* when I

decided that was it – I had to get a PlayStation. I went down to my local games dealer and happily swapped 'that other machine' for a new PlayStation, complete with *AFL 99* and *Syphon Filter* and am thoroughly enjoying each of them. My mate also got me on to your magazine and I was so impressed with its format and layout that I decided to subscribe immediately. (The free platinum game offer also twisted my arm!) I look forward to getting *V-Rally 2*, *Silent Hill* and *Resident Evil 2* and I also look forward to receiving your fine magazine each month.

Paul Cuffley, SA

Brain Drain

I'm replying to Regina Daisy Morales, from way back in *PSM* 24, who thinks that the





PlayStation should have educational titles. Are you nuts?! Can't you appreciate something without wanting to make it educational? Grrrrrh. What's not educational about learning how to pick off a guard 100 metres away with a SOCOM pistol, anyway? I bought a PlayStation to have stimulating fun, not to learn about seven different types of fungus! You want education, then go to school or read a book. Having education on PlayStation would be like putting beans on a taco – it'd ruin it! Damn it, leave PlayStation alone! Now I'm off to stick another pin into my voodoo doll!

Angry Adrian, NSW

PSM likes beans on tacos. And we welcome any move to open up PlayStation to a wider audience.

Such a Sicko

Your mag rocks! *Driver*, *Ape Escape* and *Rollcage* rock. They're the only things keeping my head from exploding from boredom, 'cos I'm in bed with the flu. Your new look is very sexy and the Planet PlayStation and A Ton of Stuff sections rule. Please publish this letter as it is the seventh I have sent in, and I'm starting to think you have a grudge against me. I have been reading this mag since way back in issue 4, which is odd because that was even before I owned a PlayStation.

As for Grrl Power, I don't really care if a person I play is male or female, as long as I am better than them. My

mother beat my IQ in *Kurushi*, but I caned her at *GT* (she still hasn't figured out what the brake button does) and *Duke* (she killed her own *Duke* several times because she hates his sexist attitude). My point is that there are a lot of female gamers out there who may not be serious, but still enjoy a good game and should not be put into a category of their own. Videogaming has become an all-age, bi-gender activity, and we must accept that.

By the way, I think Darth Maul used to be Hillous Leslie from the old format, who has now been turned to the unofficial side of the Force.

Thank you, I now have to cough up a lump of phlegm.

Tommy B, SA

Pair Game

I'm just wondering what being an 'Official' mag

entails. Does it mean you're biased? Does it mean your main function is to receive money in return for favouring an otherwise unhye-worthy title? Of course no accusations are being made...

David Hyde, WA

Our duty is to our readers, and we remain totally independent from Sony. We'll praise a game if it's great and we'll bag it if it sucks (*Attack Of The Saucerian*, anyone?) We wouldn't be Australia's best-selling videogames mag if we didn't tell it like it is. Our official status means we get the very best demo discs, exclusive reviews of the top games, and all the secret info from Sony.

Bury Lara!

Tomb Raider and *Lara Croft* have been a huge success for the PlayStation, but I think

was released! For God's sake, let Lara rest in peace!

Marcus, VIC

PSM thinks they might still sell one or two copies...

Music Muses Wanted

Congrats on the mag. Soooo glossy! Yummy.

I have had a chronic *Music* addiction since I went broke buying it. Anyhow, I would be interested in any mature advice/discourse you would find the time and kindness to help me with it. Perhaps an article suggesting instrument list combos or even other *Music* enthusiasts' hints and tips you may have been lucky enough to receive.

Incidentally, I love my free disc wallet so much I bought Mum a copy for her games.

Craig Neish, via e-mail

Most of the tunes the PSM team made using Music



ask nino

Q: What type of gun would you recommend I should get?

David Lloyd, via e-mail.

Hi! If you're asking about PlayStation guns, I always recommend the U-Cop HS for the bargain price of \$39.95. Go pick it up with *Final Fantasy VII* for \$109.95.

Q: Have any of you played Rainbow Six for the PSH yet?

Have you ever been forced by the PlayStation company to give a really crap game a good review?

Can I save at all when I'm trying to get a Big Boss rating on MGST?

Eddie Stalker, via e-mail

Re: Rainbow Six: I have played Rainbow Six and must report that it's shaping up well, but it will be a bit 'dullish' once the PC version. We have never been influenced by Sony to change a review score. Re: Big Boss, you'll need to play on Extreme, he's spotted no more than five times and kill a maximum of 25 enemies. Good luck.

Q: My friend finished Final Fantasy VII in two weeks and he has finished Alundra, Wild Arms and Azure Dreams. He wants to know if there are any other hard RPGs.

Jacob, via e-mail.

Re: I think it's got all the best role-playing games for the PlayStation covered, but hit should be having the genetics for Final Fantasy VII, which is nearly here. We're playing the PSH version and it's superb.

Q: When will The Phantom Menace and Pod Racer be on one of your demo disks? LucasArts should have found all of the bugs before setting a release date.

An angry Wookie, Dan Grey.

Re: *Phantom Menace* is finally out, but *Pod Racer* has been canned. Sad, but obviously it didn't meet expectations. We were meant to have a *Phantom Menace* demo last month, but it failed testing procedures. Hopefully, we'll be able to bring it to you soon.



RAGE AGAINST THE MACHINE

After waiting in anticipation for AFL 99, I could not believe how unrealistic it was. As an avid fan of AFL, I have noted a few ideas which could be added or improved on AFL 2000. EA Sports take note: 1) Boundary lines are too far in; 2) You need goal umpires; 3) Teams should use names not mascots – i.e. Sydney, not Swans; 4) The sound of the players kicking the ball football sounds like they're kicking a sack of wheat; 5) You need quarter-by-quarter scores; 6) Commentary is way out of



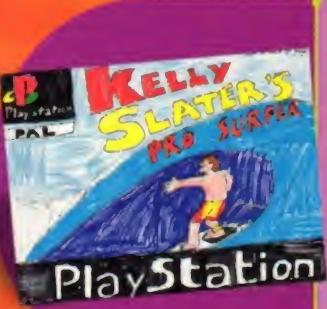
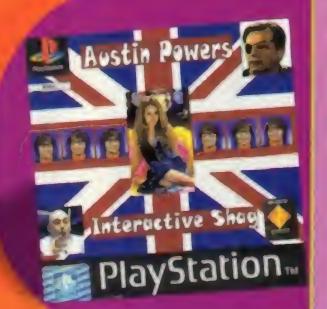
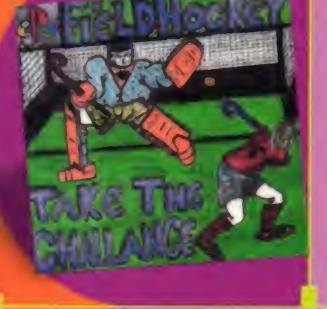
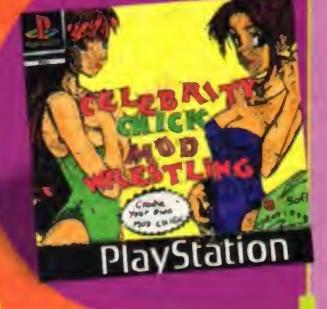
sync; 7) When playing in close-up modes, the directions are out of whack; 8) Other improvements could be team club songs, crowd cheering or chanting etc, action replays, night games, weather changes and 'shepherding' by teammates.

On the plus side it's easy to play, the graphics are OK, all teams are represented and it has a nice cover! I think EA Sports could have done a lot more homework on this one. Waiting for AFL 2000, and hoping it's better!

S. Monish, Old

It Should Be A Game

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, PSM, GPO Box 4089, Sydney NSW 1028.

THE NAME OF THE GAME	THE AIM OF THE GAME	HOW TO PLAY	THE PSM VERDICT
	Mitchell Jordan of NSW reckons his game, <i>Kelly Slater's Pro Surfing</i> , would go off. We do too, and Mitchell has earned a shiny new copy of <i>Wipeout 3</i> for his efforts.	Surf the world's biggest professional comps – and waves. Six surfers from the Association of Surfing Professionals (ASP) are included as well as 20 fictional characters, all vying for the trophy. A 'Biggest Wednesday' mode would also be available, where you surf 35-50 foot waves. Cowabunga.	Perform the most and best tricks for points. This includes more radical moves than in real life, like skateboarding-flavoured flips etc. Two-player mode sees surfers competing for one wave – and, as surfers know, 'dropping in' is a big no-no. Good performances unlock new characters, like a penguin surfer.
	Matthew Tiscia of Victoria has sent PSM this raw version of <i>Peppie's Pizza</i> . It's not as bad as it sounds!	You're a pizza delivery boy for your family's pizza joint. You want to get a fat wallet and the only way to do that is to deliver more pizzas, garlic bread and drinks. By doing a good job you'll get a big pat on the back, while earning tips to buy better and faster cars so you can deliver more pizzas quicker. Capisce?	<i>Peppie's Pizza</i> has a driving mode and a <i>Tomb Raider</i> -style view when walking. If you must speed to deliver on time, watch out for the cops. Your car must also be well maintained, so visit mechanics or your deliveries will become unreliable. Aggravating people also puts your business at risk.
	This psychedelic game concept, called <i>Austin Powers: Interactive Shag</i> , comes from Mike Healy of Queensland. Yeah, baby!	You are Austin Powers and your nemesis is Dr Evil. All the characters from the movie also appear, including Fat Bastard, Frau Farbissina, Mini Me and the oh-so-beautiful Felicity Shagwell. If <i>Felicity</i> did make it to the little grey box, she'd even give a certain Ms Croft a run for her money...	<i>Interactive Shag</i> is a racing-cum-adventure-cum-strategy concept. Missions would include infiltrating Dr Evil's volcano, rescuing Felicity, planting a tracking device on Fat Bastard and shutting down the evil Fem-Bot factory. A two-player mode uses adaptations of the single-player missions.
	Grant Ollerton of Queensland has sent in his sport-sim concept, <i>Field Hockey: Take The Challenge</i> .	Compete as one of 13 international hockey teams in a Four Nations Tournament, the World Cup, the Champion's Trophy or the Olympic Games. You can also take part in the National Hockey League following real-life hockey rules (quite similar to soccer's actually, apart from the wooden stick).	You have a team of 11 players, and must score goals while defending your territory. As players know, hockey is a tough international sport which requires both skill and fitness. Similarly, Grant reckons if you 'let up' in his videogame version, you're sure to have a spate of goals scored against you.
	Well, surprise, surprise! <i>Celebrity Chick Mud Wrestling</i> was sent in by a male reader. Gregory Coulson of Queensland, to be exact!	Select your favourite female celebrity – such as Naomi Campbell or Elle Macpherson – and wrestle for dominance! There is a life bar and a Superbitch mode to indicate how well you are performing. After defeating other wrestlers, you wrestle with an end-of-level boss such as Xena.	This game has class written all over it...not. But its strength lies in the fact that most girls would hate the game – which would inevitably make some guys want to play it even more. Love it, hate it: the PSM team is split down the middle.

Baffled by the fathomless depths of Lara's latest? Crash Bandicoot cited in divorce proceedings? Dazed and confused by Solid Snake? Richie Young is here to help!

Last month's reader surveys indicated your gaming skills are not quite as faultless as we thought, despite the mass of incredibly high-quality entries we received for the Australia's Best Gamer competition.

Well, *PSM* is here to help. Next month we'll start a new section in Downloading devoted to remedying the anguish caused by being helplessly stuck in your favourite game.

Game guru Richie Young will attempt to unravel everything from the most perplexing puzzles of *Abe's Exodus* to how to cheat in *Syphon Filter*.

Here's a taste of what's to come, assembled by the great man himself.



There are some tricky bits in the *Tomb Raider* series. I've been left high and dry like a stunned mullet! Any clues *PSM*? Anyone? Please?

Bum Watcher, Vic

Sweet use of the word please. Does you a power of good. Get indoors, pluck out your trio of *Tomb Raiders* and get stuck into this little lot. The complete cheat list for the misadventures of Lara Croft:

Part the first: *Tomb Raider*

Pick up all weapons and a bundle of ammo by hitting Select and pushing L1, ▲, L2, R2, R2, L2, ● and finally, L1. To hop and skip through the tricky sections, punch in L2, R2, ▲, L1, L1, ●, R2, L2 then hit Select and you'll be whisked through to the next section.

Part the second: *Tomb Raider 2*

The cheat codes get a fair bit more



L2 x 2, R2, L2 x 2. If that's not enough, pick up all the weapons, medikits, flares and save crystals by keying in L2, R2 x 2, L2 x 4, R2, L2, R2 x 2, L2, R2 x 2, L2, R2 x 2, R2. If the game's too hard, you can always skip through the levels with L2, R2, L2 x 2, R2, L2, R2, L2, R2, L2 x 4, R2, L2, R2 x 4, L2.

Good luck!



Send all questions to: Richie Young, Any Questions?, Official Australian PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or e-mail playstation@acp.com.au.

Unfortunately, *PSM* might be unable to answer all questions, and we cannot reply other than in print in *PSM*, nor provide tips over the phone. Call the Powerline on 1902 262 662 if your situation is urgent!

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Cheats

Hotline !

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PlayStation

NEW!!!

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- 396 *NFL Xtreme 2*
- 397 *Asterix*
- 398 *Duds Bunny: Lost In Time*
- 399 *Triple Play 2000*
- 407 *DRIVER*
- 408 *WWF Attitude*
- 409 *Dust-A-Groove 2*
- 410 *Ice Combat 2: Electrosphere*
- 411 *Big Air*
- 412 *CBDC 2*
- 413 *Blood Lines*
- 414 *Snow Racer 98*
- 415 *Sports Car GT*
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- 417 *Warzone 2100*

NINTENDO 64

NEW!!!

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- 374 *WWF Attitude*
- 375 *Super Smash Brothers*
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- 377 *STAB WARS: Episode 1-Bacer*
- 378 *Quake 2*
- 379 *Superman*

Over 400 Games

PlayStation

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027 Contender	049 Contra: Legacy of War	096 Hot Shots Golf	145 O.D.T.	294 Street Sk8er	291 NHL Breakaway 98
002 Actus Soccer 2	050 Cool Boarders 2	097 L.S. Soccer Pro 98	146 Oddworld: Abe's Exodus.	295 Syphon Filter	292 NHL Breakaway 99
003 Actus Soccer 3	051 Cool Boarders 3	098 Independence Day	147 Oddworld: Abe's Odd.	296 AllStar Baseball 99	294 Nightmare Creatures
004 Adidas Power Soccer	052 Courier Crisis	099 Indy 500	148 One	297 Air Fighter Assault	295 Offroad Challenge
005 Advan racing	053 Crash Bandicoot 1	100 Jet Moto X 98	149 Pandemonium 1	298 Automobili Lamborghini 98	296 Quake 64
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008 Andreli Racing	057 Croc: Legend	104 Kagero Deception 2	153 Pit Fall 3B	302 Body Harvest	299 Bobrotron X
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034 Dust-a-Groove	085 Future Cop L.A.P.D.	132 NBA Live 98	181 Nascar 99	330 T.T. Evolution	
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043 Colin McRae rally	095 Guilty Gear	142 NHL Powerplay 98	191 Nascar 99	340 T.T. Evolution	
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regurgitator

They have a strange name, they're one of Australia's hottest music acts and they love PlayStation. Hell, they've even written songs about being addicted to videogames. Jason Hill meets the game gurus in Regurgitator.

Don't try to pigeonhole Regurgitator. Most class them as an "alternative band", but their swag of ARIA awards, triple-platinum sales for their album *Unit* and sell-out concerts belie this tag.

As reluctant frontman Quan says, "What's alternative is now mainstream, and what's mainstream is now alternative." Perhaps it should just be said that Regurgitator records bloody good songs. Yeah, that'll do nicely.

The band formed in Brisbane in 1994 after Quan Yeomans (guitar, vocals) and Ben Ely (bass, vocals) "met on a bus". They soon hooked up with Martin Lee (drums) and got their name by "sitting around going through the dictionary".

Whereas last album *Unit* was an '80s-style pop record, their brand new CD, *...art*, is described as "a pastiche of rich colours and plastic furniture. Nice to look at, luxurious to sit on". It's quickly become an office favourite with its infectious pop melodies and raft of experimental surprises.

...art offers pop songs, hip hop, disco, funk and even punk. Once again, nailing down Regurgitator with one tag seems impossible. But PSM is sure that no-one is going to be saying, "I like your old stuff better than your new stuff..."

Regurgitator's success has surprised the band members, who add they're not interested in fame. "We're just pleased to make an album we're happy with," says Ben.

PSM attended a sell-out 'Gurge' concert at Sydney's Metro the night before our interview. The crowd screamed every word of songs from *Unit* and *Tu-Plang*, and was more than enthusiastic about tracks from *...art*. When PSM comments on the crowd on meeting the guys, Quan remarks, "It makes us feel better about our futures." Not the kind of cocky response you'd expect from one of Australia's biggest music acts.

In fact, Quan and Ben seem almost embarrassed to talk about subjects like being a pop star, the success of *Unit* or their hopes for *...art*. It's



only when talk inevitably drifts onto videogames that the pair become animated and excited.

...art was recorded in a beach house in northern NSW. Quan says it was probably the experience of recording *Tu-Plang* in Thailand that gave the band the taste for recording outside of the constraints of a typical studio. Besides, Ben says, at a beach house you can bring along the PlayStation...

Ben says the album's producer, Magoo, had to constantly wrestle them off the PlayStation to do some work. Their fave game while recording *...art* was the devilishly addictive role player *Diablo*.

Quan, Ben and Martin say they have different tastes, but agree they'll play anything they can get their hands on, and often draw inspiration for their music and cover art from games.

Ben is a huge *Metal Gear Solid* fan, and says he's played videogames ever since the arrival of *Pong*. Quan has graduated to the PlayStation after owning Commodore 64 and Amiga computers and now likes nothing better than a bout of *Tekken 3*.

Ben says Quan has an "addictive personality" and "gets a game and sits there until it's finished", while Ben says he is far more easily frustrated and more likely to give up! They desperately want to play *Silent Hill*, *Ape Escape* and *Syphon Filter*.

Quan has already taken his first step into the videogames industry, recording soundtrack material for a forthcoming arcade racing game. Both Ben and Quan would love to record a PlayStation game soundtrack.

Regurgitator's love of gaming even inspired them to pen songs about videogames – one of the singles off *Unit*, *Black Bugs*, focussed on videogame addiction. The cover art for the new album, designed by Ben and Quan, was inspired by Namco, while *Unit*'s cover art could also be said to have been influenced by Sony's shapes.

The future for Regurgitator? They'd welcome a PlayStation game based on the band's exploits. "But it wouldn't be a cheap, rushed cash-in," adds Quan. "A five-year project would be good."



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FEATURES

TOMB RAIDER 4



- PlayStation 2 - it's finally here. See it for the first time!
- The 100 worst games of all time. They're real dogs!
- PSM talks to Jake Lloyd: why the kid from *Star Wars* loves PlayStation
- Annalise Braakensiek as you've never seen her!
- PSM names the goriest game of all time
- *Tomb Raider 4*: the makers unveil their latest offering
- The first look at *GTA 2*.
- Meet the frightening man behind *Dino Crisis*
- Win a helicopter!

PREPLAY

FINAL FANTASY VIII



- *Final Fantasy VIII*
- *Crash Team Racing*
- *Quake II*
- *Spyro 2*
- *F1 '99*...and more!

PLAYTEST

DINO CRISIS



- *360*
- *Carmageddon*
- *Destrega*
- *Dino Crisis*
- *Gungage*
- *Kingsley's Adventure*
- *MGS: Special Missions*
- *Monsterseed*
- *Rat Attack*
- *RC Stunt Copter*
- *Shadow Man*
- *Street Fighter EX Plus Alpha Platinum*
- *Tarzan*
- *Tenchi Platinum*
- *Tony Hawk's Skateboarding*